World War II Wargames Rules

BOLT ACTION

Armies of the
UNITED STATES

OSPREY PUBLISHING

WARLORD GAMES

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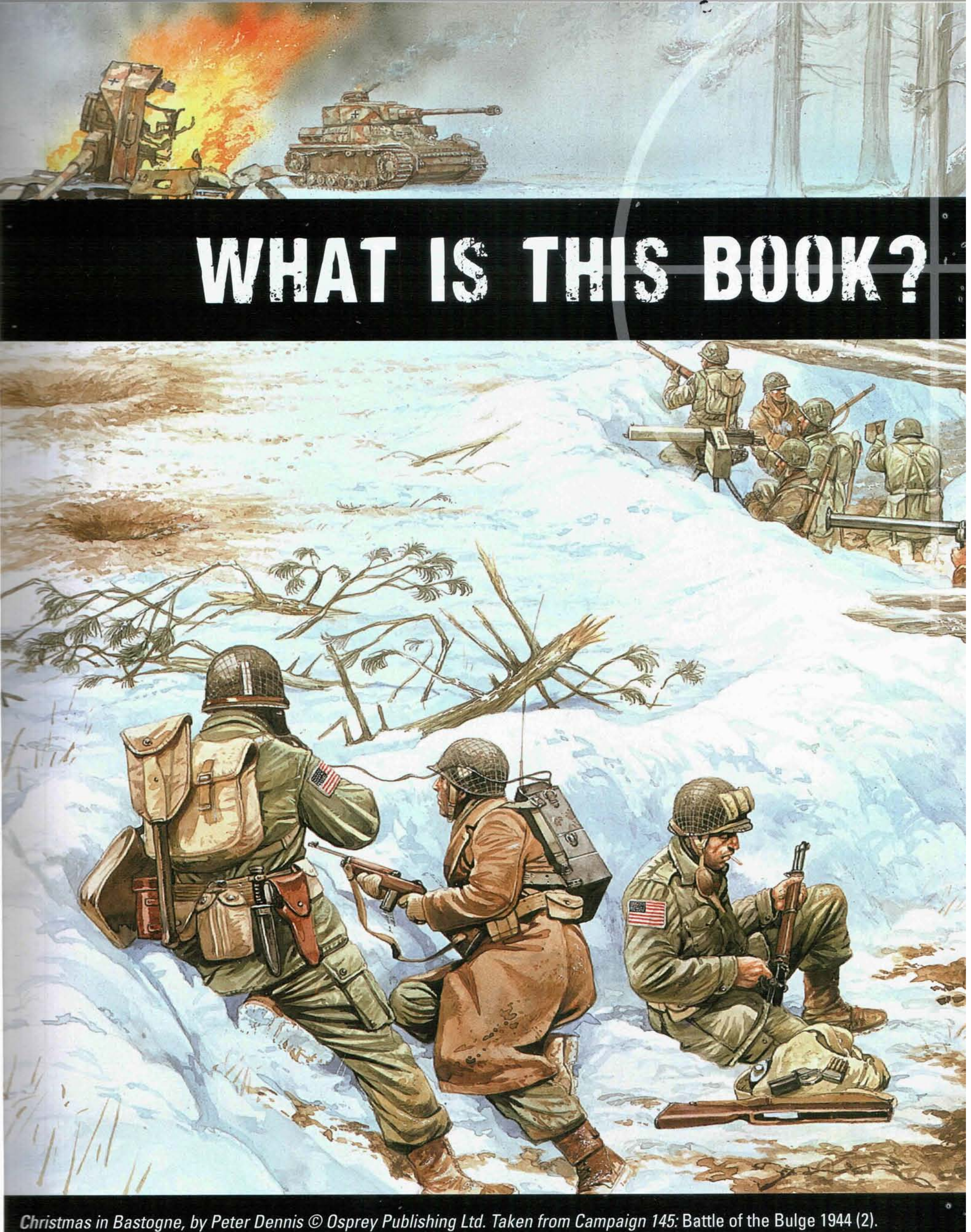
WHAT IS THIS BOOK?



Christmas in Bastogne, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 145: Battle of the Bulge 1944 (2).

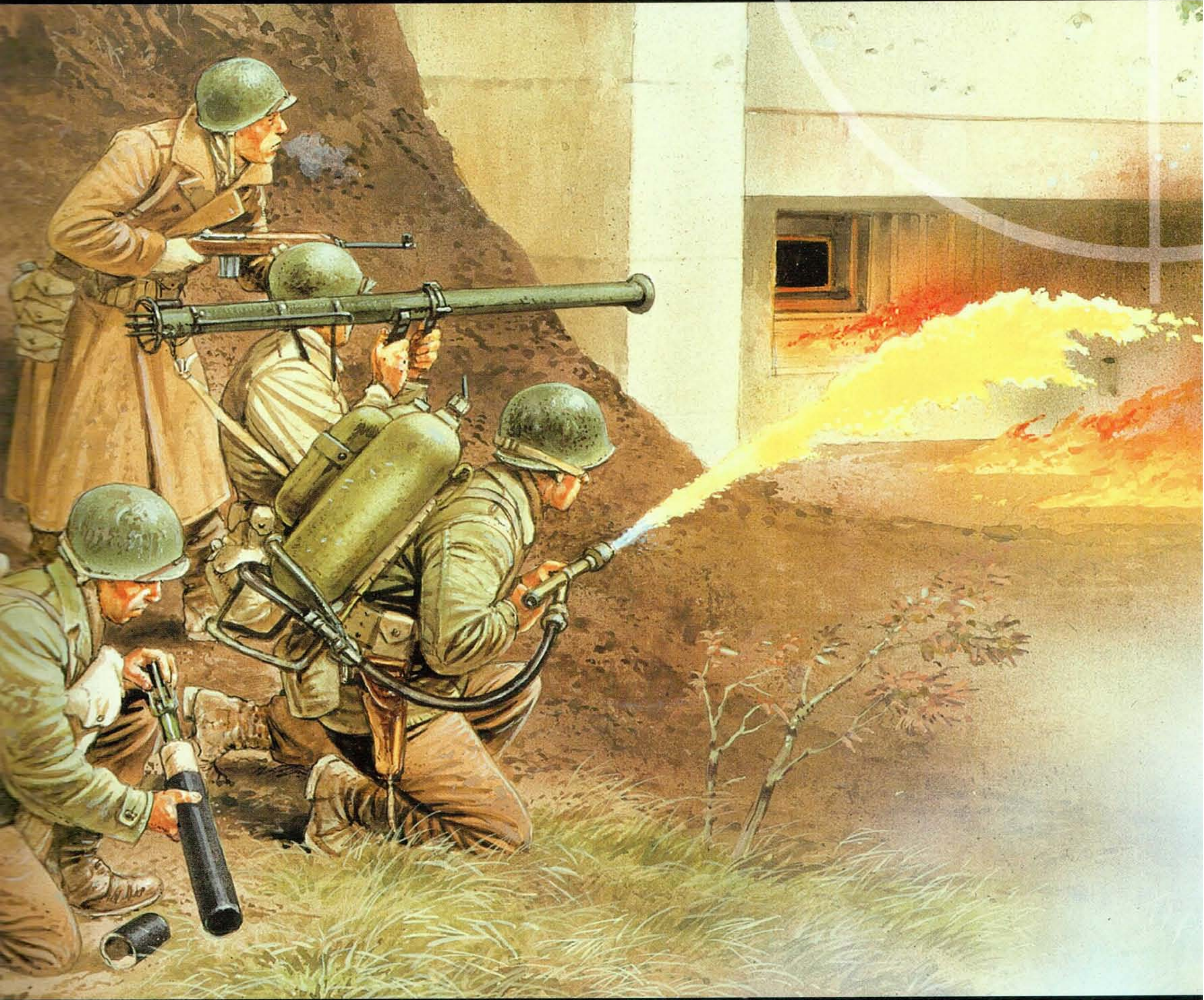
This book is a supplement for the Bolt Action World War II tabletop wargame. It contains all the background, rules and Army List information needed to field an American Army in the Bolt Action game. Inside you'll find details of organisation and equipment covering American forces from the beginning of their involvement in the war (8 December 1941, the day after Pearl Harbor) to the very end (2 September 1945, the surrender of Japan).

As you will see the main Army List includes all the necessary gaming details for all the troop types, vehicles and equipment fielded by the Americans in World War II. Alongside this main list you will find 17 specific Theatre Selectors. These indicate which kinds of troops, weapons and vehicles are available during different phases of the war and in different theatres. During four years of fighting the American Army underwent incredible changes both in terms of equipment and military training. Following setbacks at Kasserine Pass in North Africa and all the way to the triumphal march towards Berlin, the Americans learnt from their mistakes and transformed their army into the most potent war machine of its time. By using the Theatre Selectors in conjunction with the main Army List you will find it is possible to recreate a representative American force from any point during the war.

To avoid a lot of tedious repetition, the main Army List includes all the rules needed for each kind of unit as well as all the options potentially available to it. The Theatre Selectors narrow this information down as appropriate to that specific campaign or phase of the war. The Theatre Selectors indicate the predominant kinds of troops and equipment available during a campaign or at a certain time, but exceptions are perfectly allowable so long as both players agree.

US Army squad debuses from its M3 halftrack transport

THE AMERICAN ARMY OF WORLD WAR II



US troops assaulting a German bunker, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 160: World War II Infantry Assault Tactics.

"I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory."
– General Dwight D. Eisenhower

PEARL HARBOR

On 7 December 1941, without any prior declaration of war, combined Japanese Air and Naval forces launched an attack on the American base at Pearl Harbor. In just over an hour, 350 Japanese aircraft took off from aircraft carriers and sank four American battleships. More than 3,000 people lost their lives in this surprise attack, including around 200 civilians. On 8 December 1941 President Franklin D. Roosevelt, in agreement with Congress, declared a state of war between the United States and Japan. Germany and Italy declared war on the United States four days later. Between December 1941 and February 1942 alone, more than 180,000 Americans signed up to serve their country. Of these around 40% were between 18 and 21 years old (the average age was 26).

TRAINING AND EQUIPMENT

Equipping, training and coordinating such a huge number of men was no easy matter. The training of new recruits was, in many cases, entrusted to newly promoted instructors who were not always up to the job. The pace of training and preparation was accelerated as quickly as possible – the average time before appointing NCOs, for example, was only thirteen weeks. Paratroopers, Rangers and, later on, the Marines took longer to train. In order to join any of these elite forces it was necessary to pass tough selection tests before undertaking one of the hardest training courses around. Only the best made it, and those who failed were sent back to their infantry units. If American forces were short on training they were very much ahead when it came to equipment. Unlike other armies, the infantry had a semiautomatic rifle with an impressive rate of fire compared to the bolt-action weapons in general use by other nations. The one thing American squads did lack was an effective light machine gun (LMG). Instead, they carried the Browning Automatic Rifle (BAR). This weapon only had a 20-round clip and could not hope to match the rate of fire or range of a belt-fed machine gun. On the other hand, American infantry were supported by some very good medium and heavy machine guns (MMGs and HMGs) – the notorious Browning M1919A4 .30-cal. and the excellent Browning M2 HB .50-cal. respectively.

M2HB .50-cal heavy machine gun team

ONE SIZE FITS ALL

Where and when: throughout the war on all fronts.

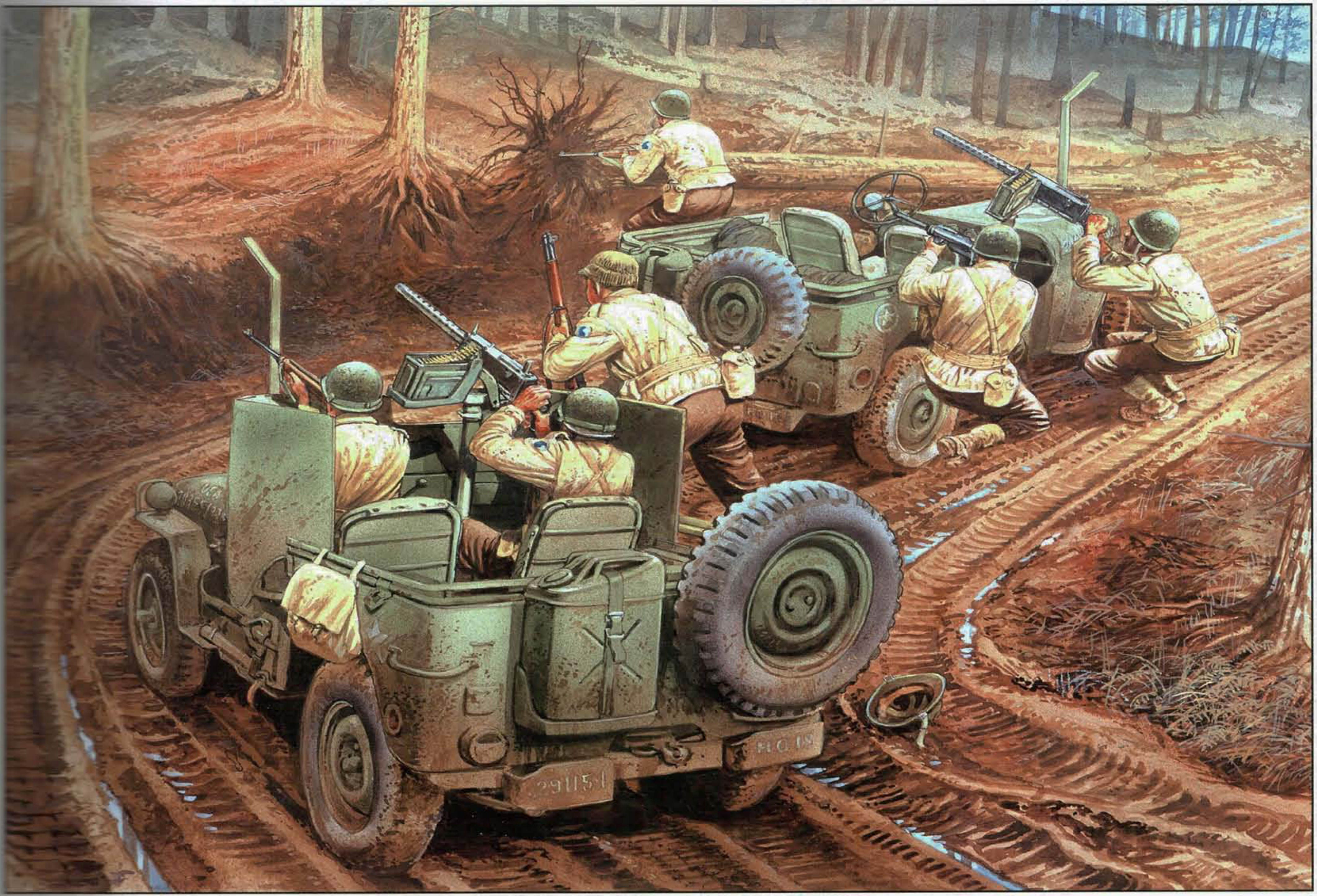
The distinctive shape of the M1 helmet is immediately recognisable whenever you see images of American troops in World War II, from waist gunners in B17s to spray-soaked Marines and muddy infantry. This was a brand-new item at the time, having only been accepted by the army in 1941. It was part of their standardisation programme that led to the adoption of the Garand, M4 medium tank, and 'liberty ships' among other items, and as a standard item they made only one size.

This might seem a bit odd as soldiers plainly come in a variety of sizes, but in practice it worked very well and remained in service until the mid 1980s. The M1 is made of two parts: the outer steel shell and an inner "liner", with one fitting snugly inside the other. Inside the liner was a series of webbing straps that could be adjusted to fit the wearer, allowing the helmet to be made in one size, but genuinely fit all its users.

Overall, the World War II production run of M1 helmets exceeded 22 million.

DEATH AND REINFORCEMENTS

It may be surprising to learn that mortality on the battlefield was greater in World War II than in World War I. Divisional turnover – the proportion of replacement personnel within a Division – reached 100% and even more than 200% in some American formations. While the Germans and British would usually eliminate under-manned units and create new ones, the Americans tried to keep units at full strength. For this reason American squads kept their breakdown (the number of platoons per company, number of men per squad, etc.) unchanged throughout the war. As it turned out, this was not necessarily a good thing as experienced men tended to gang together leaving the new arrivals to fend for themselves. This led to a rise in casualties amongst green troops. Often, fresh recruits were shunned and veterans even refused to learn



US reconnaissance patrol, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 156: World War II Combat Reconnaissance Tactics.

their names, certain that they wouldn't be around long. Only after a few weeks in combat did this prejudice disappear and the men become part of the squad.

INFANTRY

The roles in the typical twelve-man squad were: the sergeant squad leader, a corporal (with the role of anti-tank grenadier), a three-man automatic rifle team (BAR man, his assistant and an ammunition carrier) and seven rifleman, of whom two were scouts. At a higher level, each company comprised a company HQ, a weapons platoon (with three 60mm mortars and two MMG), and three rifle platoons (each comprising three squads and 1 platoon HQ). Even higher still, each battalion comprised three rifle companies and one heavy weapons company. This pyramidal structure was fairly rigid but at the same time allowed for the effective management of resources. Unlike other armies, this arrangement didn't change very much throughout the war. Where the Russians developed entire divisions armed with sub-machine guns (SMGs), the Americans, relying on the firepower of their semi-automatic rifles, remained faithful to the structure outlined above. Only special situations led to different tactical choices being made. For example in the Pacific, and also during the later stages of the war in Western Europe, more flamethrowers and anti-tank weapons were added to each platoon.

A Chaffee light tank takes up position in support of advancing US infantry

ARMOUR

The American Army could count on sixteen armoured divisions. These were not limited to formations of tanks alone, but also included armoured infantry, field artillery and many different types of armoured vehicles. Coordinating these different types of units lay at the root of American strategy, which is why communications and the common availability of radios played such an important role on the battlefield. The Germans were far behind in comparison, entrusting 70% of their communications to fixed landlines.

The armoured tactics employed at the beginning of the war were largely derived from the American army cavalry tradition. Established doctrine dictated that the role of armoured units

US Marine Corps 60mm light mortar

EVERYONE LIKES CANDY

Where and when: throughout the war on all fronts.

Compared to most other nations at war, the American frontline soldier was lavishly equipped. This abundance stretched from the mass of planes and tanks that the 'arsenal of democracy' produced to support him, to the food that filled the GI's belly. K-rations included, among other things, a plentiful supply of candy, and as the American divisions swept across Europe the archetype of the GI handing out sweets to the displaced children was born. However, it was not always so.

During the invasion of Italy, newly arrived American troops were strictly banned from any fraternisation with the locals – after all, the Italians had only just realised they were on the wrong side and there was little trust on the ground for this former enemy. As the columns of troops marched inland, towards the front, veteran sergeants and green 2nd lieutenants alike tried again and again to maintain the discipline among their units, shooing away the flocks of eager children that followed them, as well as the adults who pressed wine and flowers on the liberators. It was a confusing time for the average trooper who had never been far from his hometown before and was now being told that he was both liberator and foe. But this situation did not last long. Most GIs could see little harm in giving candy to malnourished kids and even less harm in helping themselves to the offered wine. Soon the realities of the situation dawned on the military and the ban was quietly forgotten. Candy was flowing again.

was to break through opposing defence lines and surround the enemy. A defensive role for armour was not foreseen, let alone a confrontation with enemy tanks. Indeed, a tank-versus-tank battle was regarded as something best avoided altogether. Only after the initial setbacks in North Africa did this view start to change. Thereafter, operations would be coordinated actions by infantry, tanks, air power and artillery. In this way, and especially from 1944 onwards, aggressive Generals like George S. Patton won great victories by manoeuvring their armoured divisions cleverly and offensively. Another element of this approach was the allocation of armoured battalions alongside infantry units to support them in an offensive or defensive role. The creation of battalions of tank destroyers, vehicles with light armour but deadly anti-tank guns, illustrates the new thinking that put the destruction of enemy tanks at the top of the list of priorities.

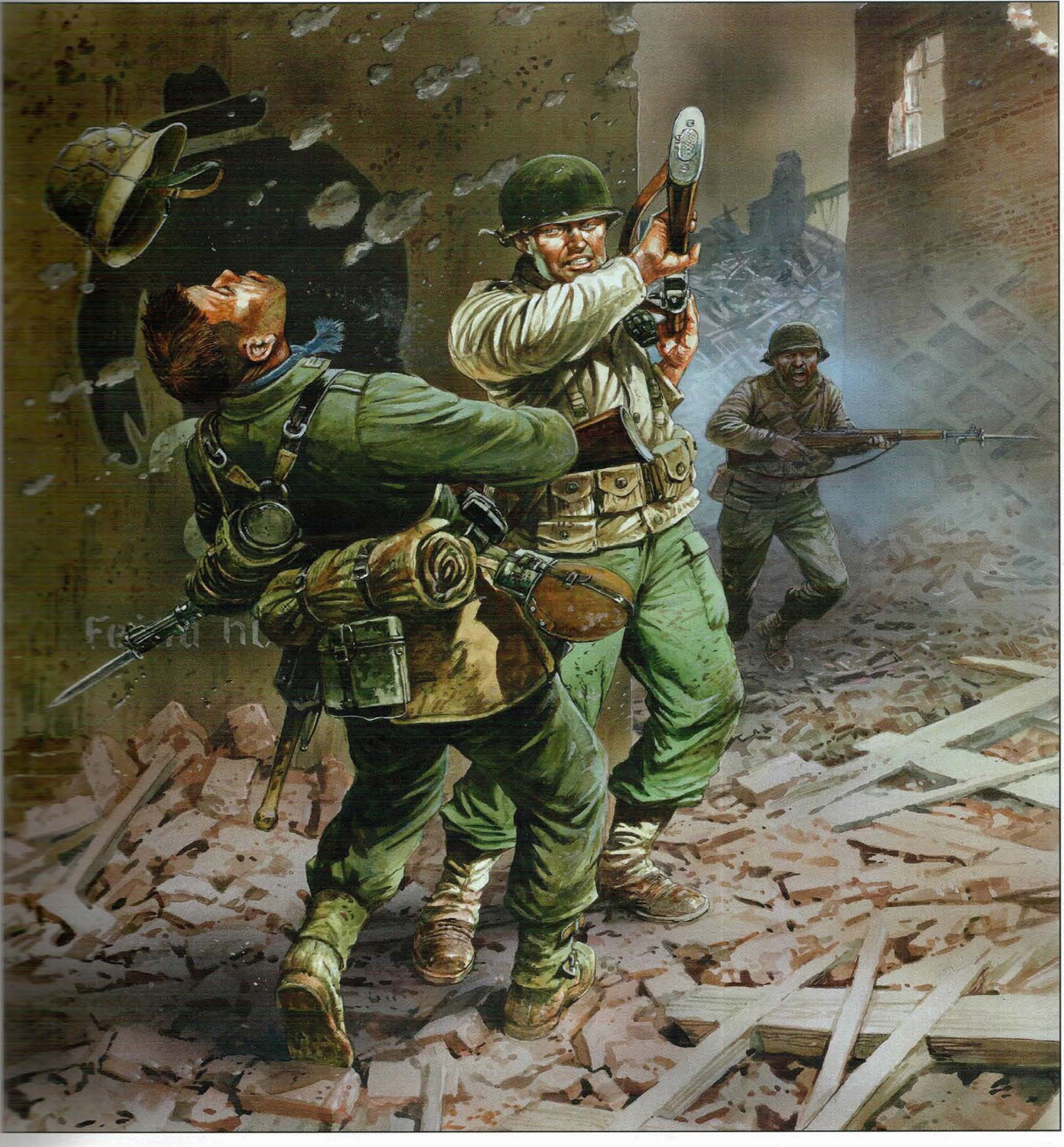
THE WAR

Only one of 37 divisions was actually trained and ready to fight when hostilities commenced, but by January 1942 the first American troops had already landed on British soil ready to face the Germans. Although the Americans were keen to get on with the liberation of France, the first deployment of American troops was to be in Africa. After landing in Algeria and overcoming sparse French resistance, American forces moved east towards Tunisia. The Allies' aim was to entrap Rommel's German and Italian army, which had retreated to Libya the previous month following defeat by the British at El Alamein. The Desert Fox was alert to the threat and deployed the 5th Panzer Army to bar the route to the Tunisian coast by occupying the mountain passes. On 19 February 1943 German and Italian forces moved through the mountain passes to attack the American positions. The opposing infantry battalions had been deployed without armour support and were easily overwhelmed. The 1st Armoured Division met the same fate when it belatedly advanced to help them. The Allies reacted by committing their reserves and by the night of 22 February the German attack had lost momentum and Rommel began to retreat. The first American battle with German forces, the battle of Kassarine Pass, had cost more than 6,000 US casualties and two-thirds of the tank strength of the 1st Armoured Division.

The Allies resumed the offensive in March. The US II Corps, now under the command of Maj. Gen. George S. Patton, attacked the German line alongside Montgomery's British. The offensive was successful and, on 19 April, the Allies brok through. American infantry entered Bizerte and six day later the last Axis resistance in Africa ended with th surrender of over 275,000 prisoners. The North Africa campaign had been a baptism of fire of the American arm It had revealed much about the inadequacy of its trainin equipment and leadership. Coordination between th forces was lacking and some serious reorganisation wa plainly needed.

The next major objective for the Allied forces was th island of Sicily lying between the coast of Africa and Italy an the obvious 'stepping stone' to the European mainlan Patton's 7th Army landed on the southwest tip of the island an advanced to capture its airfields. While the airborne troop destroyed communication lines, the infantry met with sti resistance by German and Italian forces. The situation wa made worse by some fatal mistakes including the loss of number of American transport planes to friendly fire. Despit these hardships, Patton advanced on Palermo and after series of amphibious operations finally overcame Germa resistance. On 17 August he reached Messina only to find th Germans had already abandoned the island.

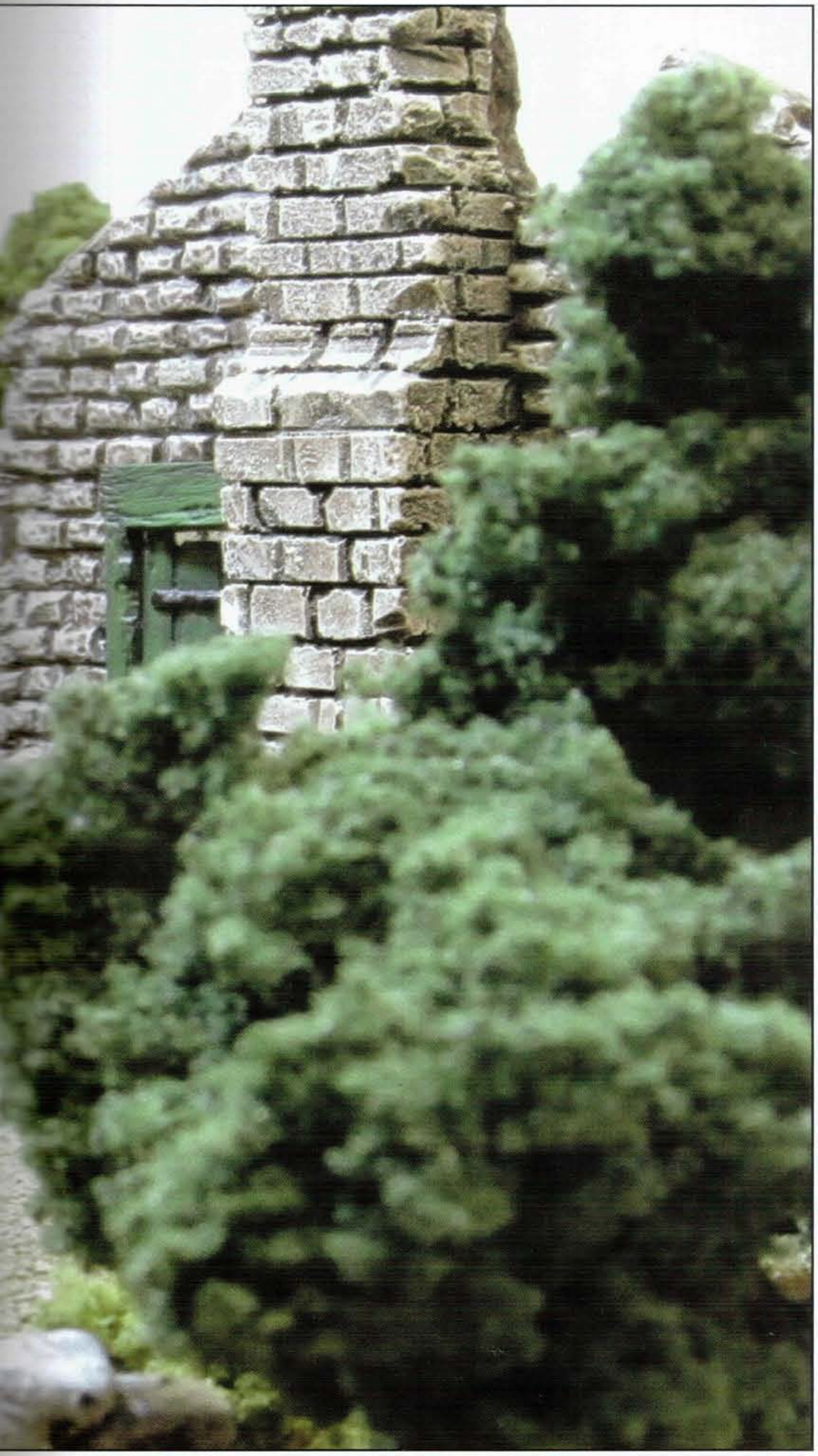
Following the capture of Sicily the Allies began the invasio of mainland Italy. The Italians, discouraged by their recer defeats, opened negotiations with the Allies. The German reacted by disarming the Italian Army and setting up defenc lines across the Italian peninsula. The US 5th Army, unde Lt. Gen. Mark W. Clark, landed on the beaches near Salerno o 9 September. Defences were solid, but by 16 September th Americans made contact with British forces advancing fro the south. Two weeks later American troops entered Naple The early part of the campaign had resulted in rapid gain for the Allies, but now the situation was to chang The mountainous Italian terrain was readily defensible and th Germans dug in to oppose the Allied advance northwards. Th first big obstacle was a position anchored on the mountain around Cassino. Repeated assaults against this 'Gustav Lin failed over the next six months. The US VI Corps under Ma Gen. John P. Lucas attempted to pass the German defences b means of an amphibious landing behind the lines at Anzi Unfortunately, failure to exploit the success of the initi landing enabled the Germans to surround and contain th beachhead whilst holding on to the Gustav Line to the sout Only in May 1944 would a series of coordinated attacks by th American 5th Army and the British 8th Army force the German to retreat. On 4 June 1944 the Allied troops entered Rom But the Allies' efforts were soon to shift to France an Operation *Overlord*. Fighting continued in Italy until 2 May 194 (the Italian surrender). It became of secondary importanc compared to the invasion of Normandy and the advanc upon Germany.



Hand-to-hand combat in Aachen, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 16: The M1 Garand.

US Airborne advance through the ruined town supported by an M4 Sherman

On 6 June 1944, two US airborne divisions dropped behind the beaches in France. After sunrise, ground troops began to move ashore. At Utah Beach units of the US VII Corps quickly broke through defences and began moving inland. At Omaha elements of the 1st and 29th Infantry Divisions and the 2nd and 5th Ranger Battalions had to fight hard to reach their objectives at the cost of many lives. Despite being taken by surprise by this initial phase of the invasion, the Germans reacted swiftly and put up a vigorous defence. A battle of attrition followed the breakthrough. The turning point came on 18 July, when the US 1st Army moved beyond St. Lo and subsequently launched Operation *Cobra* on 25 July. This was a pincer movement that



SEGREGATION

Where and when: Italy, France and Germany, late-war.

During World War II, the American army was segregated, with black and white soldiers serving in separate, unmixed units. However, unlike World War I when the US Army had used black units solely as a labour source to move supplies and as burial details, in World War II some black units were used in combat.

The prevailing view in the upper ranks of the American military at the time was that black soldiers were poor soldiers – a view that was based on prejudice more than fact. In reality, fighting spirit was often high among black Americans in the forces, who were used to being treated like second-class citizens and as poor fighters. They had something to prove, and whenever the opportunity presented itself they went at it with a will.

The most famous black unit in the army was the 'Black Panthers'. More formally known as the 761st Independent Tank Battalion, they fought under Patton from their arrival in Normandy in October 1944, through the Battle of the Bulge, past the Siegfried Line and on through Germany until they linked up with Soviet troops at the end of the war. It was the first of many. Black Americans fought in segregated units as infantry, airmen, in tanks and tank destroyers. There were even segregated units of WACs (Women's Army Corps).

Belated awards of unit citations and Medals of Honor were given to several of these units, but not until decades after the war had ended, once public opinion had shifted. In reality, the black men and women in the American military served as bravely and with as much distinction as any in their ranks.

would squeeze the German forces into a giant pocket around the town of Falaise. It was time for the last big push, and the American commander General Eisenhower ordered the Allied forces to drive all-out for the German border.

An attempt to speed up the inevitable invasion of Germany and thus bring the war to an earlier end was made with Operation *Market Garden*. Two US and one British airborne divisions were to open the way for a British armoured thrust to seize a bridge across the lower Rhine at Arnhem, in the Netherlands. The airborne troops took most of their objectives, but German resistance was much stronger than expected, and the operation failed. Germany was still a worthy opponent despite repeated defeats, and the joint efforts to advance into the Netherlands and Belgium became very costly in terms of lives lost. The US 1st Army only took Aachen on 21 October. Huertgen Forest proved a real nightmare, with artillery, mines, booby traps and constant ambushes slowing the advance. Tanks could not manoeuvre in the thick woodland and the Allied war machine ground to a halt.

Despite setbacks the Germans were not yet ready to admit defeat. On 16 December, and entirely against the better judgement of his generals, Adolf Hitler ordered a new offensive in the Ardennes. The American 101st Airborne Division bore the brunt of the attack at Bastogne. It was a race against time. The Germans eventually decided to move around the besieged town, but by then it was too late – Patton's armoured division had time to advance in support of the beleaguered paratroopers. The 101st's tenacious resistance has become one of the most noted episodes in American military history. On 26 December, Patton's 3rd Army reached Bastogne and broke the siege. The battle of

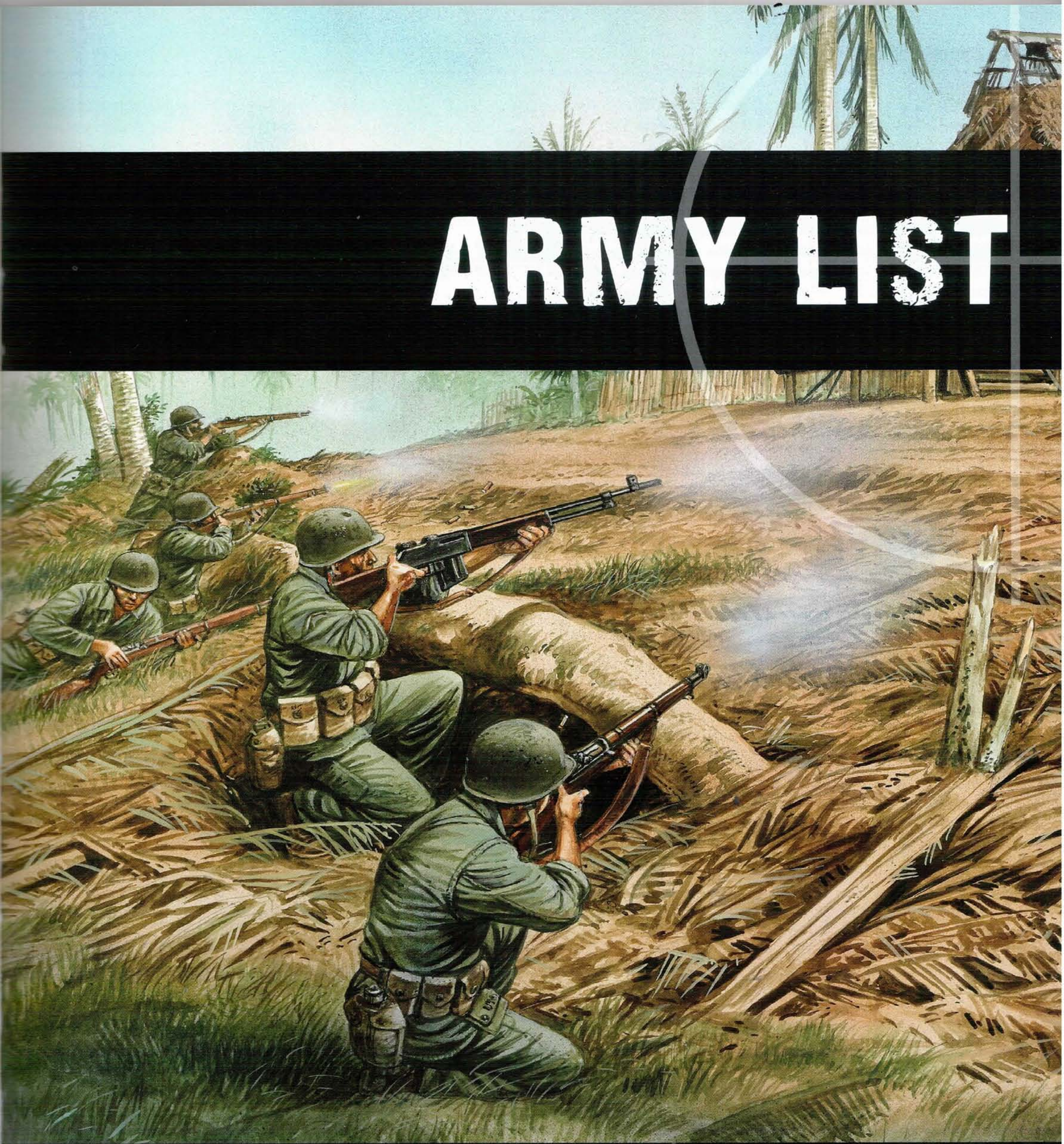
Banzai! US Marines prepare to receive a furious Japanese charge

the Bulge was over. The US 9th Army followed the German rout into the Rees-Wesel-Dinslaken area. Supported by the largest airborne landings of the war, the Americans penetrated deeply into the Fatherland, encircling the industrial region of the Ruhr and capturing 325,000 prisoners. Frankfurt soon fell, as did Eisenach, Dresden and Czechoslovakia to the south, and even Austria. Then it was the turn of Münich and Salzburg. American and Russian forces linked up on the river Elbe on 27 April. Germany was shattered. The last bastion was Berlin itself. The vengeful Russians advanced upon the city and the final battle of the war against Germany began. On 30 April 1945 Hitler committed suicide in his bunker. On 8 May Germany surrendered.

The American army still had Japan to contend with. The Pacific campaign was also drawing to its inevitable end. After initial setbacks, the American Navy scored a decisive victory at Midway, destroying four Japanese aircraft carriers at the cost of one, turning the tide and forcing Japan onto the defensive. Then, slowly and inexorably, American military and economic might began to crush stubborn Japanese resistance. The US Navy, Army and Marine Corps captured one island after another, closing the ring around Japan itself. However, the horrendous casualties suffered during the invasion of Iwo Jima and Okinawa, convinced president Truman, who had succeeded President Roosevelt after his death on 12 April 1945, that an invasion of mainland Japan would be too costly. He therefore ordered the deployment of the most powerful weapon ever to be used in the history of human conflict – the atomic bomb. The destruction of Hiroshima and Nagasaki, each by a single enemy aircraft, shocked the Japanese and forced them to finally surrender on 15 August 1945.

World War II was finally over, and the United States had emerged from it as the world's leading superpower.

ARMY LIST



Firefight on Leyte, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 175: World War II US Cavalry Units.

This Army List describes the troops and equipment available to the American Army throughout their four years of war in Europe, North Africa and the Pacific. The Americans joined the war ill-prepared and above all driven by a great thirst for revenge, but that simple emotional stimulus, supported by unparalleled economic might, soon transformed the army into a powerful war machine. Equipment evolved throughout the war. In part this happened in response to developments in the defensive power of enemy armour, and the potency of anti-tank weapons, especially in the German army. The development of tank destroyers is a perfect example of this adaptability, evolving from light half-track-mounted anti-tank guns to fully tracked armoured vehicles such as the M36 Jackson with its 90mm gun. This constant striving for improvement was not limited to armoured vehicles but produced many new weapons and innovations. Amongst these was the Bazooka – the first fully effective infantry anti-tank weapon.

An M4 Sherman medium tank edges its way into a village accompanied by supporting infantry

This is the official *Bolt Action* Army List for the forces of America in World War II. This fuller and more detailed listing both augments and supersedes the shorter Army List included in the *Bolt Action* rulebook.

Players can pick an army in either of two ways:

- Use the Reinforced Platoon list from the *Bolt Action* rulebook in conjunction with the Army List in this book.
  To save referencing back to the rulebook, the generic Reinforced Platoon list is repeated below.
- Instead of using the generic Reinforced Platoon list, use any one of the Theatre Selectors on pages 54–80 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic list and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged; for example a breakout from the Normandy boscage or an assault upon the Siegfried Line. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Flamethrower team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery
0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon.

ARMY SPECIAL RULES

FIRE AND MANOEUVRE

The US Army tactical doctrine placed great emphasis on firepower and mobility, and this is reflected in the armament of the standard infantry squad with the self-loading M1 Garand rifle or carbine, and Browning automatic rifle (BAR), which could be fired effectively by one man on the move.

To reflect this combination of doctrine, armament and plentiful ammunition, US infantry models equipped with M1 Garand rifles/carbines and BAR do not suffer the –1 'to hit' penalty for shooting and moving. This means that these models can be given an *advance* order, move, and then shoot without suffering the usual 'to hit' penalty, making American infantry extremely effective both on the attack and when shifting position in defence.

GYRO-STABILISERS

American tank guns benefited from the development of gyro-stabilisers that enabled the gunner to track his target even while on the move. In the hands of experienced crews, this proved to be a great advantage, but less experienced gunners found its use too difficult and often switched it off.

When a weapon is described as gyro-stabilised in a vehicle's entry, it does not suffer the –1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

AIR SUPERIORITY

In the last years of the war, the American Army could boast undisputed ownership of the skies. The Luftwaffe was no longer able to oppose them, with disastrous consequences for their troops and the columns of armoured vehicles that were constantly hammered by low-flying attacks by USAAF aircraft.

The Forward Air Observer unit can call an Air Strike twice instead of once per game. Resolve the first air strike as normal. Then, after the first air strike has been resolved, the FAO may call a second.

MODERN COMMUNICATIONS

An extensive radio network and numerous land-based communication systems supported the chain of command. This gave the US army a tremendous advantage over their less technically accomplished opponents – many of whom relied on word of mouth, runners, or – in the case of armoured formations – signal flags!

When units take an order test to move from reserve onto the table, do not apply the usual -1 penalty, but use their basic Morale value instead.

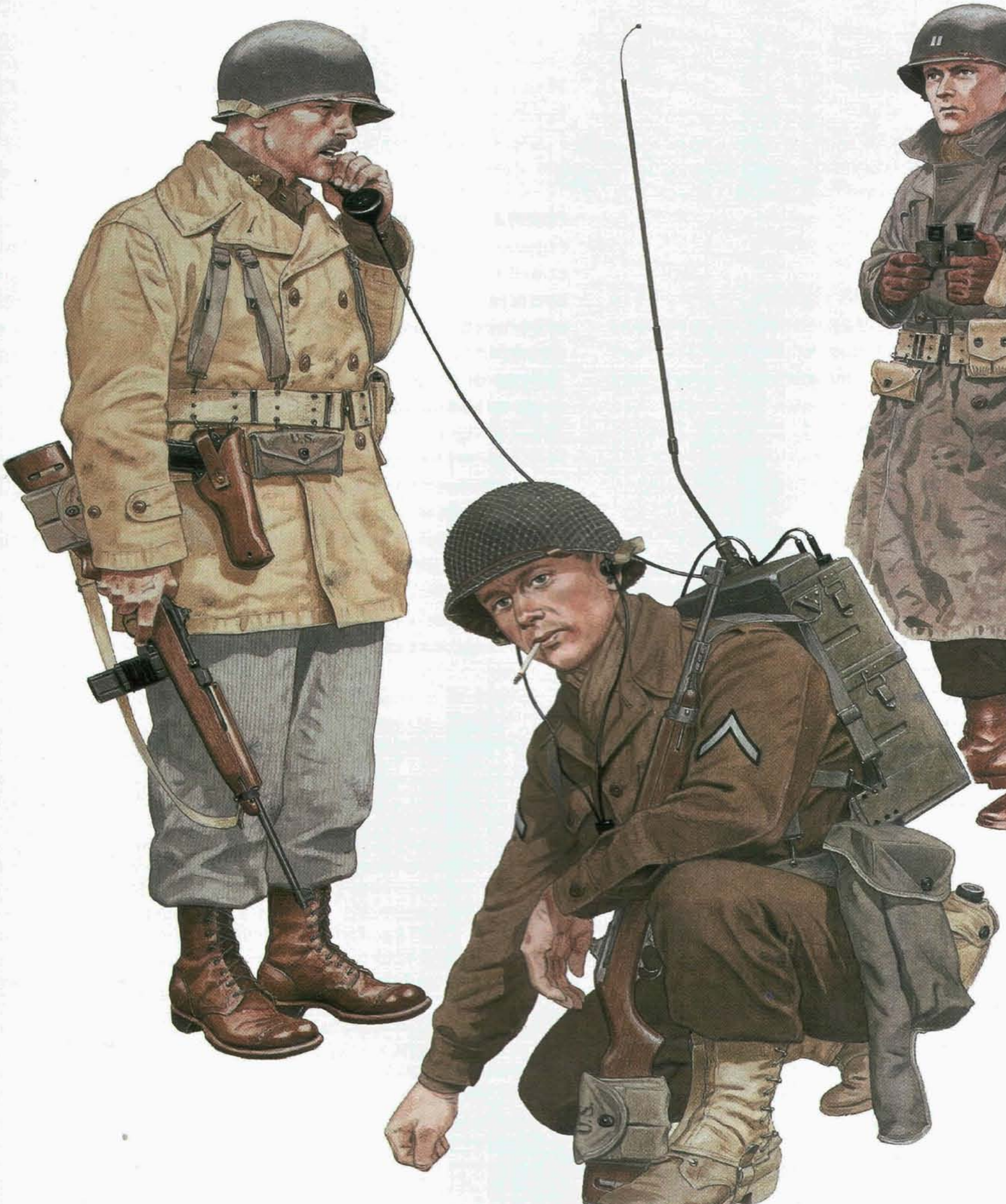
TYPES OF UNIT

The list is divided into categories as follows.

1 Infantry	Headquarters units Infantry squads and teams
2 Artillery	Field artillery Anti-aircraft guns Anti-tank guns
3 Vehicles	Tanks Tank destroyers Self-propelled artillery Anti-aircraft vehicles Armoured cars Transports and tows

...AND THE KITCHEN SINK

US tank crews knew the armour on their M4 Sherman tanks was not up to withstanding German anti-tank weapons, so much so that they would go to practically any lengths to improve their chances by attaching logs and sandbags to the fronts and sides of their tanks. Some even went so far as to apply a good layer of concrete. Although this might have improved the tankers' confidence in their machines, it had practically no other effect other than to vastly increase the tanks' weight. Not only did this slow the tanks down, reducing range and mobility, but it also caused tracks and suspension components to quickly wear and break. In the end it became necessary to put a stop to these field modifications, because all too often tanks were being lost to mechanical failure rather than enemy action.



Netherlands, October 1944: (L–R) major and radio operator, 23rd Armored Infantry Regiment, 7th Armored Division; captain, forward air controller, 9th Air Force, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 350: The US Army in World War II (3).

INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a Headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

American forces started the war with no experience of combat and often with minimal training. Once exposed to the realities of warfare both officers and men learned quickly. However, the constant demand for troops meant that relatively Inexperienced offers could still find themselves leading men into action even at the end of the war. Both experience and promotion often came very quickly whether in Europe or the Pacific. We allow an American army to include officers who are Inexperienced, Regular or Veteran.

Cost: 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran), 1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran), Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran), Colonel 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)

Team: 1 officer and up to 2 further men

Weapons: Pistol, submachine gun or M1 semi automatic carbine (rifle), as depicted on the models

Options:

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff, such as stretcher-bearers, can accompany medics in the field. Medical officers were not always armed but in practice a pistol was often carried for self-defence. We rate them as Regular or Veteran.

Cost: Medic 23pts (Regular), 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none, as depicted on the models

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of aircraft strikes or heavy artillery batteries firing from far behind the battle lines. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran - those of lesser ability being unlikely to find themselves in such an important position.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Air Force Forward Observer 75pts (Regular), 90pts (Veteran)

Team: 1 Forward Observer and up to 2 further men

Weapons: Pistol, submachine gun or M1 semi automatic carbine (rifle), as depicted on the models

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

SYLVESTER ANTOLAK

Rank and unit: Sergeant, US Army, Company B, 15th Infantry, 3rd Infantry Division.

Where and when: Cisterna di Littoria, Italy, 24 May 1944.

The Anzio landing was not the walk in the park that many had expected. It soon became clear that in order to survive, a breach needed to be opened in the opposing defences. On the second day of the offensive Sgt. Antolak found himself out in the open in front of an enemy machine gun. A couple of hundred yards separated the Americans from safety, a distance that would take them off the exposed beach and away from under the enemy's guns. The sergeant ran forward a few dozen yards but was hit and fell to the ground. He got up and was floored again. In all was hit a total of three times as he bravely charged forwards. His right arm had been torn to shreds but he continued to fire with his left, overcoming the enemy position, killing two Germans and taking ten prisoners.

Ignoring his wounds, Sgt. Antolak then went on to rally his men for another attack, this time on the last enemy position. He was killed on this final charge. Sgt. Antolak's record shows that he knocked out an enemy machine gun nest and killed (or took prisoner) twenty Germans.

Decorations: Posthumous Medal of Honor and Purple Heart

US Infantry squad

INFANTRY SQUADS & TEAMS

Except at the very beginning of the war, American infantry were generally quite well trained and very well equipped, comprising part of an efficient force that could meet and overcome any challenge they met. The ready availability of vehicles and supplies was a decisive advantage for the American army, as was the constant supply of top-quality weapons and good equipment. In the later years of the war many squads had old veterans alongside green recruits. For this reason we have allowed some elite units to be optionally rated as Regular despite the fact that their fighting reputation undoubtedly supports a rating of Veteran.

INEXPERIENCED INFANTRY SQUAD

When raw American troops were first deployed in action in North Africa they didn't prove particularly reliable. This quickly changed as troops and commanders gained combat experience. However, even later during the war in Europe, because units were kept fully manned by the supply of fresh troops this did tend to dilute the effectiveness of some formations. We allow American infantry to be Inexperienced as shown here.

Cost: Inexperienced Infantry 42pts
Composition: 1 NCO and 5 men
Weapons: M1 Garand rifles
Options:

- Add up to 6 additional men with rifles for +7pts each
- The NCO can have a submachine gun instead of a rifle at a cost of +3pts
- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle at a cost of +5pts
- The entire squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

REGULAR INFANTRY SQUAD (EARLY/MID-WAR)

Following initial clashes with enemy troops American formations rapidly adapted to conditions on the modern battlefield. The army that fought through Sicily and advanced from the Italian beachheads benefited considerable from the experience of fighting against the Germans in North Africa. The vast majority of troops in the American army were reliable and capable fighters as shown here.

Cost: Regular Infantry 60pts.
Composition: 1 NCO and 5 men
Weapons: M1 Garand rifles
Options:

- Add up to 6 additional men with rifles for +10pts each
- The NCO can have a submachine gun instead of a rifle at a cost of +3pts
- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

REGULAR INFANTRY SQUAD (LATE-WAR)

By the end of the war more equipment began to find its way into the hands of frontline troops and units now often carried multiple BAR rather than just one. The typical late-war American squad was a solid unit capable of mounting an effective attack or flexible defence.

Cost: Regular Infantry 60pts.
Composition: 1 NCO and 5 men
Weapons: M1 Garand rifles
Options:

- Add up to 6 additional men with rifles for +10pts each
- The NCO can have a submachine gun instead of a rifle at a cost of +3pts
- Up to 2 men can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts each
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

ENGINEER SQUAD

When there was a need to clear obstacles, remove mines or take out entrenched enemy, the task was often given to the Engineers. Equipped with lethal explosives and unique equipment, their task was a particularly hazardous one calling for a cool head and steady nerves.

Cost: Regular Infantry 50pts or Veteran Infantry (late-war only) 65pts
Composition: 1 NCO and 4 men
Weapons: M1 Garand rifles or carbines (rifles)
Options:

- Add up to 3 additional men with rifles for +10pts each (Regular), or +13pts each (Veteran)
- The NCO and up to 1 man can have submachine guns instead of rifles for +3pts each
- Up to 2 men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each
- Up to 1 man can have a flamethrower instead of a rifle for +20pts – another man becomes the assistant
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

PARATROOPER SQUAD

Paratroopers were always the pride of the American Army. They took part in operations in North Africa and Sicily, fighting behind the enemy lines and securing important objectives including enemy-held airfields. They played an important role during the D-Day landings and Normandy campaign, and the 101st Airborne's defence of Bastogne during the battle of the Bulge was a vital factor in holding back the German advance. Paratrooper squads could carry the M1919A6 – a version of the Browning .30-cal. machine gun fitted with a lightened barrel, stock and bipod, in an attempt to provide a squad light machine gun.

LEO J. POWERS

Rank and unit: Private First Class, US Army, 133rd Infantry, 34th Infantry Division.
Where and when: Cassino, Italy, 3 February 1944.

On the northwest side of Cassino, Hill 175 was manned by more than fifty elite German Fallschirmjäger Three pillboxes covered the lower ground with their machine guns supported by mortars The advancing Americans were soon pinned down by German fire. Powers, a member of one of the assault platoons, spotted one of the three pillboxes and slowly crawled his way toward it. Once he was close enough he threw one of his two grenades through an open doorway. Two Germans were killed immediately and the others quickly ran away, silencing the machine gun. Next, the Americans came under fire from another pillbox to their left. Once more Powers crept up and threw his grenade, killing another German and sending the rest running. The third enemy pillbox began to fire in his direction. For the third time his grenades hit the target and routed its occupants. Powers' incredible bravery had opened the route to Cassino.

Decorations: Medal of Honor

Cost: Veteran Infantry 78pts
Composition: 1 NCO and 5 men
Weapons: M1 Garand rifles or carbines (rifles)
Options:

- Add up to 6 additional men with rifles for +13pts each
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a light machine gun M1919A6 for +20pts – another man becomes the loader
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

GLIDER SQUAD

Airborne troops had training that was similar to that of Paratroopers and their deployment was certainly no less dangerous. There was an amount of understandable rivalry between the two that, to some extent, continues to this day.

Cost: Regular Infantry 60pts or Veteran Infantry 78pts
Composition: 1 NCO and 5 men
Weapons: M1 Garand rifles or carbines (rifles)
Options:

- Add up to 6 additional men with rifles for +10pts each (Regular), or +13pts each (Veteran)
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

US Airborne Pathfinders

RANGER SQUAD

The Rangers were trained for all sorts of special operations including missions behind enemy lines. Their motto was "Rangers lead the way". During the Normandy landings the Rangers spearheaded the American assaults in several locations, like at Pointe du Hoc when the Rangers destroyed a battery of six 155mm guns after scaling a 90-foot vertical cliff under machine gun fire.

Cost: Veteran Infantry 70pts
Composition: 1 NCO and 4 men
Weapons: M1 Garand rifles or carbines (rifles)
Options:

- Add up to 6 additional men with rifles for +14pts each
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts
- Up to 1 man can have a light machine gun M1919A6 for +20pts – another man becomes the loader
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)
- Rangers lead the way! Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game

Rangers lead the way!

US Marine squad

US MARINE SQUAD (EARLY WAR)

Before the war, the Marine Corps was used as a naval intervention force. For this reason, and in view of the tensions with Japan, many units were already on Midway, in the Philippines and on Guam when the war began. Their training was excellent and Marines were possessed of a strong sense of belonging to an elite corps. The first amphibious operation undertaken by the Marines was at Guadalcanal. The Japanese didn't oppose the landing but retreated to defend the island's interior. At Tarawa, a tenacious defence of the beaches caused many casualties and led to significant changes in the Marines' equipment.

Cost: Regular Infantry 50pts
Composition: 1 NCO and 4 men
Weapons: M1 Garand rifles
Options:

- Add up to 3 additional men with rifles for +10pts each
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 2 men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

US MARINE SQUAD (MID-/LATE-WAR)

As the war progressed the Marines' equipment was improved to meet the extreme combat conditions of island fighting against the Japanese. Flamethrowers were used extensively to clear enemy positions. Many men were given pistols or shotguns so they could fight at close quarters in the narrow tunnels and bunkers.

Cost: Regular Infantry 70pts or Veteran Infantry 81pts
Composition: 1 NCO and 6 men
Weapons: Rifles
Options:

- Add up to 6 additional men with rifles for +10pts each (Regular), or +13pts each (Veteran)
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 3 men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each
- Up to 3 men can have a pistol in addition to their other equipment for +1 pt each
- Up to 3 men can have shotguns instead of rifles for +3pts each
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

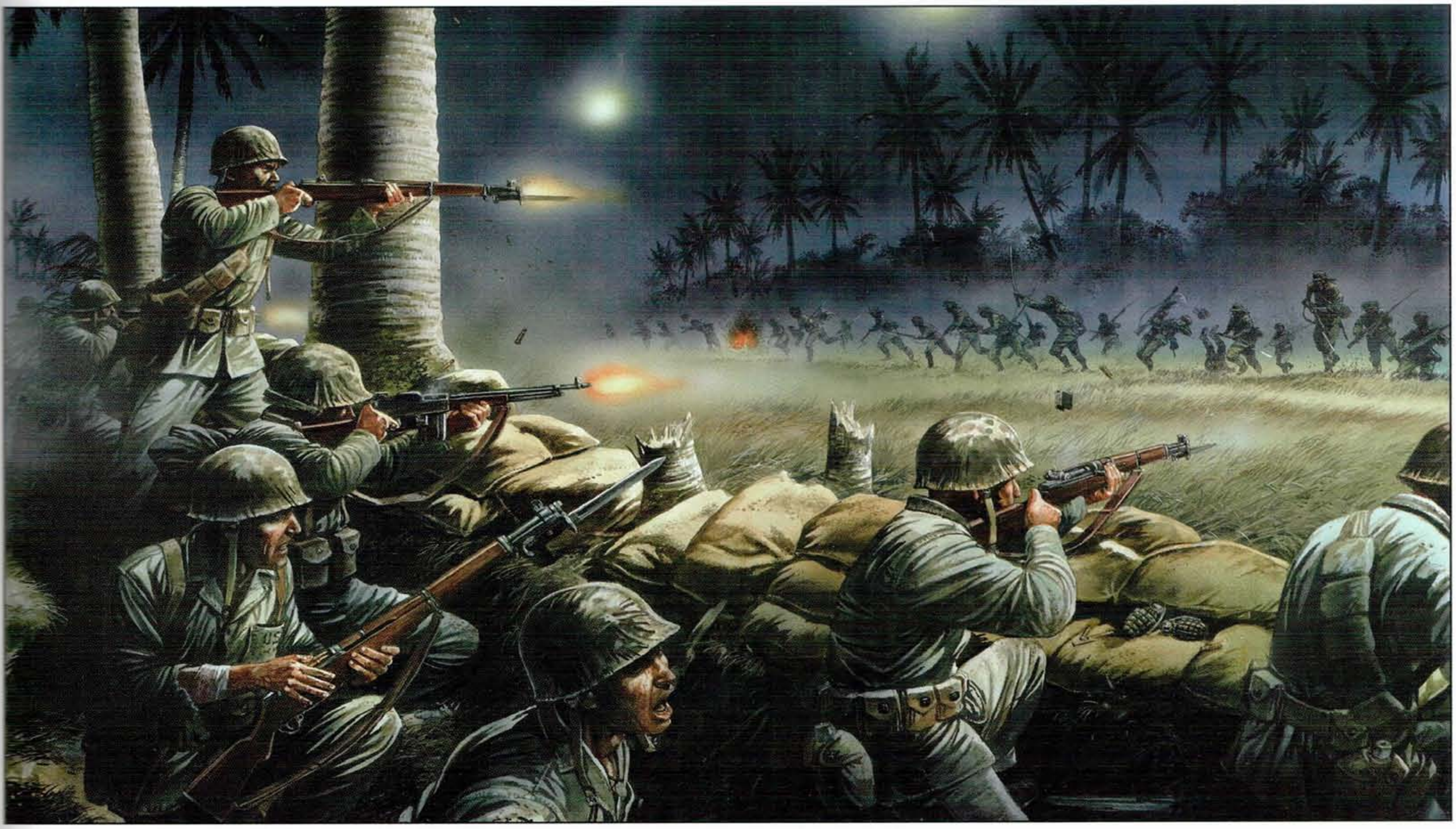
- Tank hunters (if anti-tank grenades taken)
- Shotguns: these weapons have the profile below:

Type	Range	Shots	Pen	Special
Shotgun	18"	1	n/a	Assault

MEDIUM MACHINE GUN TEAM

The Americans were equipped with an excellent medium machine gun: the Browning M1919A4 .30-cal. Because of its weight (31lbs), it was always used with a tripod. It had a rate of fire of 500 rounds per minute and an effective range of over 1,000 metres. Both the air- and water-cooled versions were very reliable weapons. It is no coincidence that this is the weapon that was normally mounted on tanks and armoured vehicles. The relatively large number of these weapons available at company level means that a US army can include

M1919A4 .30-cal team redeploying



US Marines hold the line against a Japanese banzai charge, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 16: The M1 Garand.

a higher proportion of medium machine guns than other armies. The older water-cooled M1917 also served through much of the early stages of the war. As noted below – up to three machine guns can be included in each reinforced platoon, rather than just one.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapons: 1 Medium machine gun
Special Rules:

- Team weapon
- Fixed
- Extra selection – you may take up to 3 medium machine guns as 1 selection in each reinforced platoon

HEAVY MACHINE GUN TEAM

The Browning M2HB .50-cal. was undoubtedly one of the best HMGs of World War II. It is still used today. It was renowned for its penetration capacity, as its heavy bullets could go right through the armour of half-tracks, armoured cars and even some light tanks. Its weight made it very stable allowing accurate bursts of fire. A 20kg tripod was required for the 'ground' type, but also came mounted on vehicles in twin or quad versions. The latter weighed more than 1,000kg and was normally mounted on half-tracks (M16 MGMC).

Cost: 49pts (Inexperienced), 70pts (Regular), 91pts (Veteran)
Team: 4 men
Weapon: 1 Heavy machine gun
Special Rules:

- Team weapon
- Fixed

US Marines let rip with their M919A4 medium machine gun

BAZOOKA TEAM

The American Bazooka was first used in North Africa and on Tarawa in November 1942. The first version (M1A1) had two grips and a wooden support. By 1943 the new version was released which no longer had the front grip but had an improved electrical firing system. The final version was longer (1.55m) and improved the range from 200–250 yards to 300 yards. The M6 HEAT rocket could easily penetrate 76mm of armour at 30° or 110mm at 90°.

US Army Bazooka team

Cost: 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team: 2 men
Weapons: 1 rocket launcher M9A1 Bazooka
Special Rules:

- Team weapon
- Shaped Charge

THE WORD 'BAZOOKA'

In 1941 the American army was trying to design a new AT shell that could be fired from a rifle much as a rifle grenade, but the resultant M10 shell was too heavy and irremediably damaged the rifle it was fired from. In 1942 they studied the British 2" AA and produced a rocket-version of the shell. They decided to use a tube with two handles to fire it, the 2.36" T1 AT. When he saw it, Major Zeb Hasting said it looked like a musical instrument used by Bob Burns called the 'Bazooka'. The name stuck and is still used today.

SNIPER TEAM

The tasks of scouting and sniping were similar in the American Army. In the US manual it was clearly stated that the duty of a sniper was to kill enemy officers in order to damage the morale of the enemy troops. They were equipped with a telescopic sight on a M1903 bolt-action Springfield rifle, and also had close-combat weapons such as pistols and SMGs with which to defend themselves if discovered. Both members of the team had sniper training so the role of spotter was interchangeable.

Cost: 52pts (Regular), 67 (Veteran)
Team: 2 men
Weapons: Sniper has a bolt-action rifle and a pistol, spotter has a pistol
Options:

- Each man can have a submachine gun instead of a pistol for +2pts per man.

Special Rules:

- Team weapon
- Sniper

FLAMETHROWER TEAM (M2-2)

Flamethrowers were used throughout the war, especially in the Pacific, to clear out tunnels and bunkers. During the Normandy landings the number of flamethrowers was increased to allow the men to open a gap in the fortified German lines. The following details cover a single flamethrower and assistant.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: 1 infantry flamethrower
Special Rules:

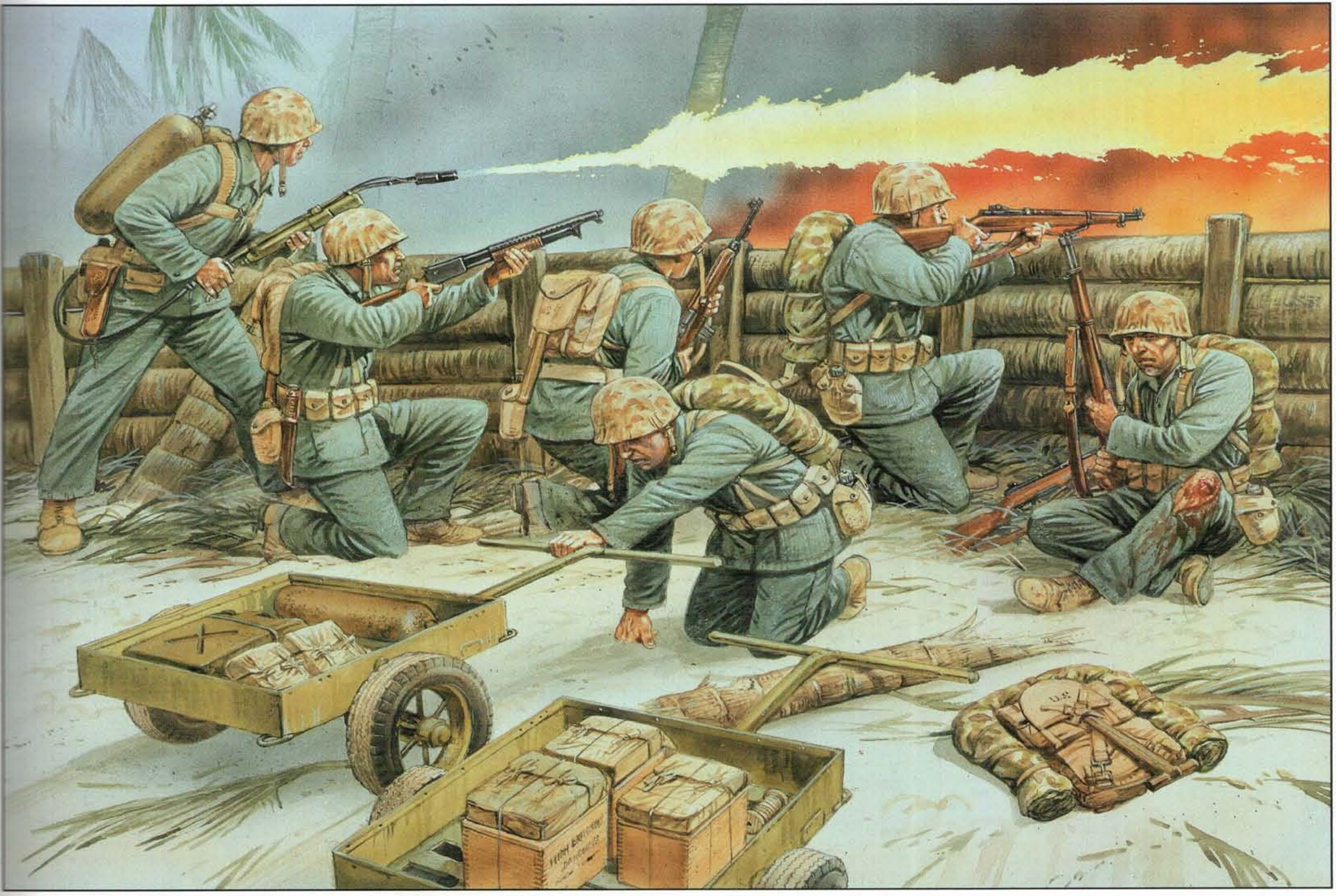
- Flamethrower
- Team weapon

LIGHT MORTAR TEAM (M2)

Mortars were the most commonly available type of support weapon. Paratroopers and Rangers had one mortar per platoon, in addition to those that may have been assigned at company level. Normally they were deployed in a suitable rear position, no further than 100 yards from the observer in order to 'cover the most dangerous approaches to the platoon area'. The standard light mortar was of relatively large calibre at 60mm. It fired a correspondingly larger and more effective shell over a greater range than the smaller mortars used by the Germans and British. The only problem was the weight (19kg) that meant a larger team was needed to move it. The Paratroopers had a lighter version (the M19 only weighed 9kg).

Cost: 28pts (Inexperienced), 40pts (Regular), 52pts (Veteran), 46pts (Veteran Paratroopers version)
Team: 3 men (2 men for Paratrooper version)
Weapons: 1 light mortar
Special Rules:

- Team weapon
- Indirect fire
- HE (D3)



Marine flamethrower assault team on Tarawa, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 160: World War II Infantry Assault Tactics.

US Airborne M2 60mm light mortar team

MEDIUM MORTAR TEAM (M1)

In the American army the role of medium mortar was fulfilled by the 81mm calibre M1 mortar. The mortar was the biggest killer of infantrymen throughout the war. An average crew could fire a dozen bombs in a minute. Compared with artillery shells that had a tendency to get 'buried' on landing, directing a good portion of the explosion into solid ground, mortar bombs fell almost on their nose and released destructive power all around.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapons: 1 medium mortar.
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (D6)

Jungle patrol

HEAVY MORTAR TEAM

After the experience of gas in World War I, the Americans added a Chemical Corps into the army armed with 4.2" mortars to fire poisonous gas. The near total absence of chemical weapons on the battlefield in World War II led to a rapid reorganisation of these units, which became heavy mortar sections.

Cost: 46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team: 4 men
Weapons: 1 heavy mortar.
Options:

- May add a spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (2D6)

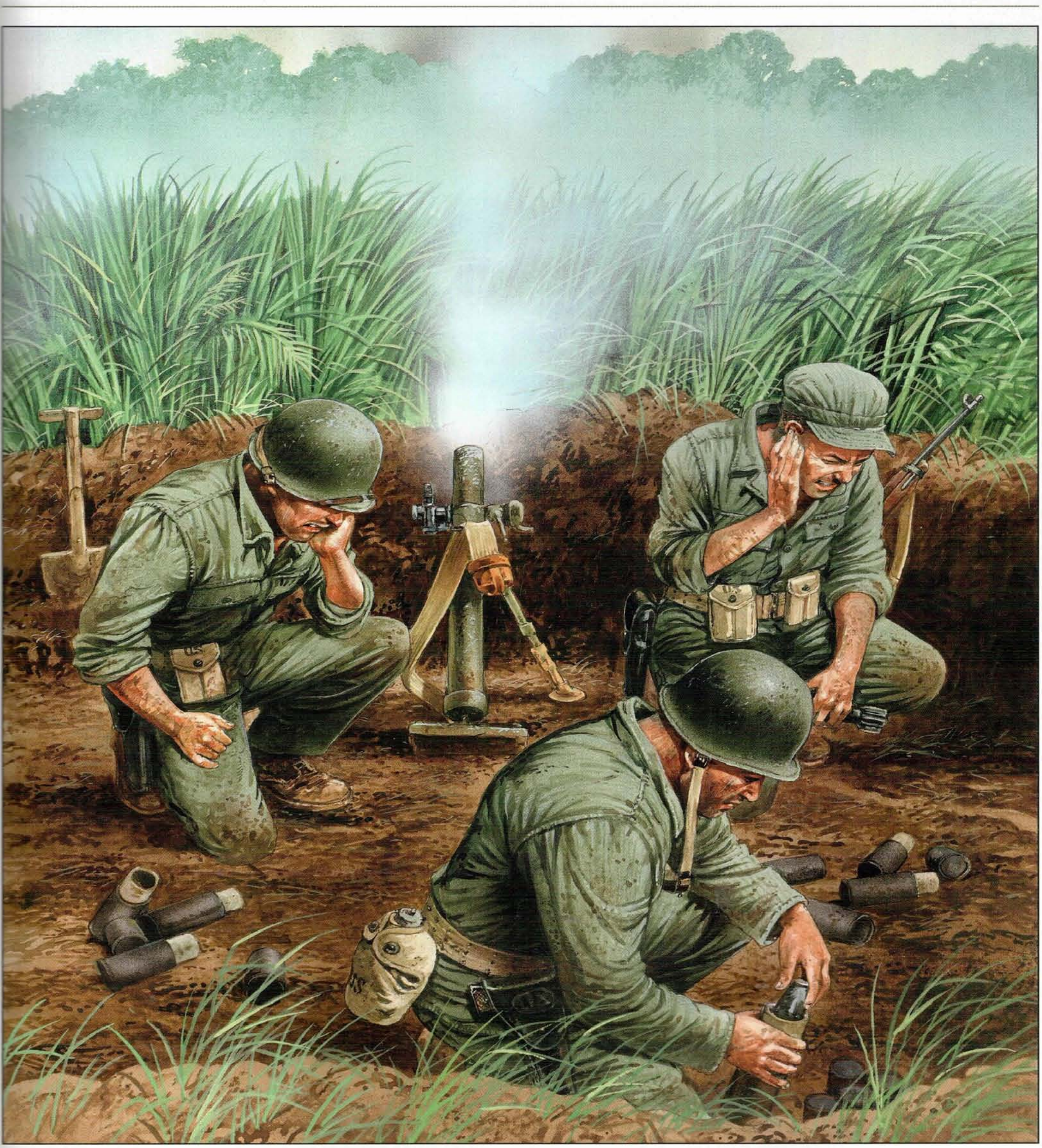
US Army M2 60mm light mortar team

WILLIAM L. NELSON

Rank and unit: Sergeant, US Army, 60th Infantry, 9th Infantry Division.
Where and when: Djebel Dardys, near Sedjenane, Tunisia, 24 April 1943.

One clear desert morning Sgt. Nelson was in his forward observer position watching as American troops advanced across the plain at Djebel Dardys. His platoon of heavy mortars soon came under attack from German artillery, mortars and small arms, preventing Nelson from directing his own fire properly. Crawling forwards to get to a better position Nelson bawled orders at the top of his voice, bringing down a mortar barrage that brought the enemy attack to a halt. Despite the fact that Sgt. Nelson had been very badly wounded, he then moved forward again so he could target the enemy with more accuracy. As he was moving to yet another position even closer to the enemy lines he was killed by a hand grenade

Decorations: Posthumous Medal of Honor



60mm mortar team, 112th Cavalry, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 175: World War II US Cavalry Units.

ARTILLERY

FIELD ARTILLERY

World War II artillery differed little from that used in World War I. The biggest innovations were in the field of mobility (in terms of transport) and ammunition, but there were also improvements in metallurgy and production. Obviously, anti-balloon guns soon became anti-aircraft guns and, with the proliferation of armoured vehicles and tanks on the battlefield, it became necessary to develop new anti-tank guns.

In order to face the threat of enemy armour, anti-tank guns were developed that could be easily moved and hidden. These were weapons of 37mm and, later, 57mm calibres. As the armour of opposing tanks became heavier this led to demand for larger calibre anti-tank guns. These larger and heavier guns were regarded as too heavy for use by the infantry. For this reason the anti-tank role was increasingly entrusted to Tank Destroyer units equipped with highly-mobile vehicles carrying heavy guns.

US Airborne 75mm pack howitzer

LIGHT ARTILLERY (M1A1)

Small-calibre field artillery was not widely used in the American Army except by the Paratroopers and the Marines. A few other special forces preferred the small-calibre pack howitzer (75mm) because it could be moved easily. It could also be transported or dropped by parachute after breaking it down into its component parts.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Team: 3 men
Weapons: 1 light howitzer
Special Rules:
- Team weapon
- Fixed
- Howitzer
- HE (D6)

MEDIUM ARTILLERY (M2A1)

The 105 mm M2A1 (M101A1) howitzer was the standard light field howitzer for the United States in World War II. These guns were grouped into 4-gun batteries. Their role was to lay down a barrage to prepare for an advance, or to break the impetus of enemy infantry attacks. Artillery of this kind could even slow attacks by armoured vehicles. With a range of 11,000 metres and a shell that weighed nearly 15kg, the 105mm gun was a formidable weapon indeed.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Team: 4 men
Weapon: 1 medium howitzer
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY (M2)

The French 155mm artillery piece was adopted by US armed forces in 1917. In 1930, a technologically advanced version with two hydro-pneumatic cylinders was developed. This proved to be one of the best heavy guns of the war. Known as the "Long Tom", it had an 8-wheel gun carriage that could be raised to give a stable firing platform. The gun had a range of over 23,000 metres and fired a 42kg shell.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 5 men
Weapon: 1 heavy howitzer
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

RECOILLESS ARTILLERY

Two recoilless guns were developed during World War II: the 57 mm and the 75mm. These used a cartridge case that was perforated with small holes. This allowed propellant gas to exhaust to the rear through vents surrounding the breechblock, producing a counter-balancing force to cancel the gun's recoil. Lack of recoil means there was no need for a heavy mounting, and so the gun could be mounted directly onto a light carriage or even clamped to a vehicle.

57MM M18

Cost: 30pts (Regular), 36pts (Veteran)
Team: 3 men
Weapon: 1 light howitzer
Special Rules:

- Team weapon
- Fixed
- Howitzer
- HE (D3)

75MM M20

Cost: 45pts (Regular), 54pts (Veteran)
Team: 3 men
Weapon: 1 light howitzer
Special Rules:

- Team weapon
- Fixed
- Howitzer
- HE (D6)

ROCKET LAUNCHER

Rocket launchers were used for the first time by the 12th Field Artillery Battalion during the siege of Brest in the summer of 1944. The weapon used on that occasion was the T27 version fired from a truck. The later T32 Xylophone model comprised four sets of eight launch tubes with 114mm (4.5in) calibre rockets. In the last year of the war the two-wheeled T66 Honeycomb was developed, boasting 24 tubes and a range of 4,200 metres.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Team: 4 men
Weapon: 1 114mm multiple rocket launcher (heavy mortar)
Special Rules:

- Team weapon
- Fixed
- Multiple Launcher

ANTI-AIRCRAFT GUNS

37MM M1A2 MEDIUM ANTI-AIRCRAFT GUN

The M1A2 anti-aircraft gun was introduced in 1938. It had an impressive rate of fire of 120 shots per minute and a range of around 3,000m. More than 700 of the M1A2 with its four-legged platform were built. It was replaced by the 40mm Bofors M1 of which over 34,000 were made. The Bofors model had a three-metre barrel, a 360° traverse and an elevation of -4° to 90°. The following details cover both the 37mm M1A2 and Bofors 40mm anti-aircraft guns.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team: 4 men
Weapon: 1 heavy automatic cannon
Special Rules:

- Team weapon
- Fixed
- Flak

90MM M2 DUAL PURPOSE AA/AT GUN

The M1 90mm anti-aircraft gun became available in 1941 but, unlike the famous German 88mm gun, its barrel couldn't be depressed sufficiently to act as an effective anti-tank weapon. The M2 version solved this problem, and henceforth the M2s would serve in a dual role as AA/AT guns. The M3 version was specifically intended as an anti-tank gun, arming the M36 Tank Destroyer as well as the Pershing tank.

Cost: 148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Team: 5 men
Weapon: 1 super-heavy anti-tank gun
Special Rules:

- Team Weapon
- Fixed
- Gun shield
- Flak

ANTI-TANK GUNS

37MM ANTI-TANK GUN M3

After World War I it was thought that the 12.7mm Browning machine gun could also be used in an anti-tank role. By 1930 it became clear that improved armour would necessitate the development of a new weapon. This was the 37m M3 anti-tank gun based on the design of the German Pak36. Great quantities of these guns were produced from 1937 onwards. The weapon's performance was already out-dated by the time the US joined the war, although it continued to see service throughout the conflict.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light anti-tank gun
Special Rules:

- Team Weapon
- Fixed
- Gun shield

57MM ANTI-TANK GUN M1

The 57mm M1 anti-tank gun was a close copy of the British QF 6pdr which was itself also used by some American units.

M4 SHERMAN MEDIUM TANK

While the M3 medium tank was a compromise forced by the pressing need to build tanks as soon as possible, the M4 was intended to fulfil the army's requirement for a new medium tank. The vehicle would be designed around a 75mm gun mounted in a fully traversing turret. President Roosevelt himself ordered the production of 1,000 units per month. This number was soon doubled and by 1942 eleven plants were working to meet demand. In terms of its performance and especially its armour and gun, the M4 Sherman was comparable to German tanks at the time. However, the introduction and standardisation of new models such as the Tiger and Panther soon highlighted the M4 Sherman's limitations, above all when it came to its weaponry. The Sherman could not penetrate a Tiger frontally, but the German tank's powerful 88mm gun could destroy a Sherman at 2,000m! This deficiency was only overcome by a combination of greater numbers and support from air power and artillery.

M4 SHERMAN 75MM

This was the original production version of the tank with a partially cast front and welded hull sides. The designations used to denote variations of M4 don't refer to improved versions but to production methods – generally they denote whether the hulls are cast or welded and what kind of engine was used (sometimes necessitating a lengthening of the chassis). A Continental radial engine was used in the original M4, the size and shape of the engine dictating the tank's high profile. M4s were produced in different factories and later variants were created to take advantage of the availability of different kinds of engines. Principal service: 1942–44. Numbers manufactured: 6,748.

Cost: 148pts (Inexperienced), 185pts (Regular), 232pts (Veteran)

Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG

Damage Value: 9+ (medium tank)

Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

Special Rules:

- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test
- HE: instead of causing D2 HE hits, an HE shell causes D6 hits
- Thin sides: in the initial version, the side hull was very easily penetrated. All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total)

M4A1/A2/A3/A4 SHERMAN 75MM

All these versions have improved side-armour compared to the original M4. Although they differ from each other they are comparable in terms of performance. The M4A1 has a fully cast hull – some tankers preferred one kind of armour construction over the other. The protective capability of armour plate could vary quite a bit anyway so there was probably little difference between the two on average. M4A2s had diesel engines and M4A3s had Ford V8 engines, whilst the M4A4 had a long Chrysler multi-bank engine and a lengthened chassis. These types were produced at the same time and with different main guns. Principal service: 1942–45. Numbers manufactured: 6,281 (M4A1), 8,053 (M4A2), 3,071 (M4A3) and 7,499 (M4A4).

M4A3 Sherman (75)

Airborne 57mm anti-tank gun deployed for action

The M1 originally fired an armoured-piercing shell weighing 2.272kg but this soon proved to be insufficient to penetrate the armour of the new Panther and Tiger tanks. In 1944 an APDS (armoured piercing dispensing sabot) shell was developed making this the first gun to have a discarding sabot shot as its service round. HE shells were only available from 1944 onwards. The 57mm anti-tank gun used by US airborne forces has a special carriage that allowed them to be towed as if they were light anti-tank guns.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 3 men
Weapon: 1 medium anti-tank gun.
Special Rules:

- Team Weapon
- Fixed
- Gun shield

HENRY F. WARNER

Rank and unit: Corporal, US Army, Anti-tank Company, 2nd Battalion, 26th Infantry; 1st Infantry Division.
Where and when: Dom Butgenbach, Belgium, 20–21 December 1944.

On 20 December the 2nd Infantry Battalion was holding a position at Dom Butgenbach in Belgium when the Germans attacked with tanks supported by infantry. The Americans had deployed their 57mm anti-tank guns. These were standard weapons in a US infantry battalion of the time, and relatively light weapons compared to the heavier anti-tank guns used by Tank Destroyer Battalions. Manning one of these guns, Corporal Warner managed to hit and destroy the first two enemy tanks that approached his position. As his fired at a third target his weapon jammed. He managed to clear the gun, by which time the enemy tank was almost on top of him. He leapt out of the gun pit and fired his pistol at the German tank commander in the turret, killing him. The tank withdrew speedily. The next day more attacks came one after the other, preceded by heavy shelling and mortar barrages, but the enemy infantry never managed to break the line. On the morning of the 21st, and after a night of fighting, Corporal Warner was once more behind his gun when a Panzer IV came straight at him out of the mist. He immediately fired and hit the tank's engine compartment setting it on fire. Seconds later he was killed by the tank's own machine gun fire. The attack had been repelled but Corporal Warner had paid with his life.

Decorations: Posthumous Medal of Honor and Purple Heart

3-INCH ANTI-TANK GUN M5

In 1940 the American Army asked for a gun that could effectively stop any tank. The design foresaw a 76.2mm AA barrel while the gun carriage would be that used on the 105mm howitzer. The result did not live up to expectations and the design was shelved. After the invasion of Europe the need for a higher calibre gun forced the army to dust-off the design and around 3,000 were made and issued to Tank Destroyer units. From 1945 they were gradually phased out entirely in favour of mobile Tank Destroyers such as the M10.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 4 men
Weapons: 1 heavy anti-tank gun
Special Rules:

- Team Weapon
- Fixed
- Gun shield

VEHICLES

As well as a brief historical overview and gaming details, the entry for each vehicle indicates when it saw service and how many were produced (usually an approximation).

TANKS

Armoured Divisions were the most powerful battle-winning formations of the war, and tanks were the most important elements within them. American manufacturing strategy was to optimise production by limiting the number of basic designs as much as possible. The same hull was often adapted to serve different functions; the chassis of the M4 medium tank was used to make the M10 and M36 tank destroyers as well as Gun Motor Carriages (M12 or M30, with 155mm guns). The tank itself could also carry a howitzer. This extreme versatility was fundamental for both maintenance and resupply. It was also much easier to recover and repair vehicles that shared commonality of parts. Field recovery and repair units proved very adept at dealing with battle-damage and putting tanks back into the field.

M3 STUART LIGHT TANK

Before the war much effort went into building light tanks, which were felt to have a role analogous to cavalry in an earlier age. Once war began these precepts were quickly brought into question, and the need for more heavily armoured and better-armed tanks became apparent. The M3 was derived from the pre-war M2A4 light tank: it retained that tank's 37mm gun and two hull-mounted machine guns. During the war the

Olive drab overdrive

GERRY H. KISTERS

Rank and unit: Second Lieutenant (Sergeant at the time), US Army, 2nd Armoured Division.
Where and when: Gagliano, Sicily, 31 July 1943.

A ten-man scout patrol was advancing ahead of the main advance along the road through Gagliano. The men soon came under fire from two enemy machine guns. Ignoring the danger, Sgt. Kisters and his officer ran towards the nearest machine gun emplacement. After throwing a few grenades and laying down some covering fire they managed to take four Germans prisoner. Having seen what had happened, the Germans in the other position opened fire and a hail of lead battered the position they had just taken. Sgt. Kisters bravely advanced on his own towards the second gun when he was wounded in his right arm and in both legs. He advanced relentlessly and managed to knock out the second machine gun, clearing the way for the rest of his unit.

Decorations: Medal of Honor and Distinguished Service Cross.

M3 underwent many improvements both in terms of its armour and its weaponry. The early version described here had 38mm of armour on the hull and turret front and as much as 44mm on the lower hull casting. The sides and rear had 25mm of armour. Improved versions had a slightly thicker turret mantlet at 51mm but other armour remained the same. With a maximum speed of 36mph and range of around 70 miles, it could easily perform in a reconnaissance role. The chief flaw in the design was the fact that the rivets sometimes 'popped' in the event of a hit. Principal service: 1940–42. Numbers manufactured: 5,811.

Cost: 100pts (Inexperienced), 125pts (Regular)
Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG and 2 forward facing, hull-mounted MMGs
Damage Value: 8+ (light tank)
Options:
- May be a *Recce* vehicle for +10pts

Special Rules:
- Recce: if option is chosen
- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M3A1 STUART

In the M3A1 the two machine guns were removed and replaced with a single hull-mounted machine gun to create more space for the crew. The tank also had a diesel engine, a non-riveted turret and a gyro-stabiliser for the main gun to assist firing on the move. Principal service: 1942–45. Numbers manufactured: 4,621.

Cost: 92pts (Inexperienced), 115pts (Regular), 148pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted light anti-tank gun with coaxial MMG and a forward facing hull-mounted MMG
Damage Value: 8+ (light tank)
Options:
- May be a *Recce* vehicle for +10pts

Special Rules:
- Recce: if option is chosen
- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M3A3 STUART

The final version of the M3 light tank featured an all welded hull and turret. The tank boasted a larger driver's compartment both forwards and upwards, allowing better ammunition stowage (from 103 37mm rounds in the M3 to 174 rounds in the M3A3). It had a single machine gun in the hull. The tank was obsolete in the European Theatre by late 1943 but remained in service until the end of the war. Principal service: 1943–45. Numbers manufactured: 3,427.

Cost: 135pts (Regular), 172pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted light anti-tank gun with coaxial MMG and a forward facing hull-mounted MMG
Damage Value: 8+ (light tank)
Options:
- May be a *Recce* vehicle for +10pts

Special Rules:
- Recce: if option is chosen

M3A1 WITH SATAN FLAMETHROWER

This version of the M3 light tank was armed with a 'Satan' flamethrower replacing the main gun. The tank was converted in Hawaii for the US Marine Corps and used in the Pacific Theatre. The flamethrower fuel tanks were mounted on the sides of the turret. Principal service: 1943–45. Numbers manufactured: 20.

Cost: 108pts (Inexperienced), 135pts (Regular)
Weapons: 1 turret-mounted flamethrower with coaxial MMG and a forward facing hull-mounted MMG
Damage Value: 8+ (light tank)
Special Rules:
- Internal, volatile fuel tanks make each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook

M5/M5A1 STUART

The Americans favoured light tanks over armoured cars for reconnaissance, and the M5 light tanks were developed for this role. The chief difference between this and the earlier

SPECIAL RULE: CULIN HEDGEROW CUTTER

Sgt Curtis Grubb Culin III served with the 102nd Cavalry Reconnaissance Squadron during World War II. Inspired by the sight of steel chevaux de fries (huge iron crosses placed on the Normandy beaches to hamper tanks and landing craft), he had them fixed like giant knives onto the front of Sherman tanks. Such a simple idea was quickly copied, enabling tanks to clear large hedges and make a path through otherwise impenetrable hedgerows.

Any tank may add a Culin Hedgerow Cutter at the cost of 10pts per model. A tank so equipped may move at *advance* rate through any bocage or hedgerow or comparable obstacle that is otherwise rated impassable to vehicles. As it does so it automatically creates a gap passable to any tracked vehicles moving at *advance* rate.

vehicle was its Cadillac engine. This necessitated some redesign of the armour to fit, and the opportunity was taken to improve the armour layout and distribution. In the M5A1 version the lower hull casting was now up to 64mm thick in places. Other improvements include wider access hatches, more interior space for the crew and ammunition stowage for 147 37mm rounds. Production was limited since the introduction of the M24 light tank was imminent. Principal service: 1943–45. Numbers manufactured: 6,810.

Cost: 124pts (Inexperienced), 155pts (Regular), 196pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted light anti-tank gun with coaxial MMG and forward facing hull-mounted MMGs
Damage Value: 8+ (light tank)
Options:

- May have additional pintle-mounted HMG on top of the turret for +25pts
- May have Culin hedgerow cutter for +10pts

Special Rules:

- Reinforced armour: parts of the tank's front armour were comparable to that of medium tanks. Against all shots hitting the front of the vehicle it counts its damage value as 9+

M24 CHAFFEE LIGHT TANK

The M3/M5's 37mm gun was hardly a practical anti-tank weapon by the late war and it lacked effective HE capability. A prototype was tried out with a 75mm gun in an M8HMC, but there wasn't enough space and an open-topped vehicle was not felt capable of performing in an armoured reconnaissance role. The M24 light tank was designed to meet this need. Its weight was kept below 18 tons and its armour was 25mm thick on the hull and 37mm on the turret – relatively light. The 75mm gun was derived from the M6 on the Mitchell bomber. Principal service: 1943–45. Numbers manufactured: 4,415.

Cost: 120pts (Inexperienced), 150pts (Regular), 190pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 8+ (light tank)
Options:

- May have additional pintle-mounted HMG on top of the turret for +25pts
- May be a *Recce* vehicle for +10pts

Special Rules:

- Recce: if option is chosen
- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Vulnerable: because of its light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M24 Chaffee light tank

M3 LEE/GRANT MEDIUM TANK

From 1940 the American Government initiated a new production programme for armoured vehicles. In addition to light tanks a new specification was laid down for a medium tank, with the objective of delivering 2,000 tanks over eighteen months. The M3 medium tank was a stopgap response that shared the same Wright radial air-cooled gasoline engine and vertical volute suspension of the pre-war M2 medium tank. The maximum armour thickness was 56mm and the turret and sponson were cast. The rest of the hull was of riveted construction. The tank featured a 360° rotating turret with a cupola-mounted machine gun, and a 75mm gun (with limited traverse) mounted in a sponson on the right hand side. Gyro-stabilisers that operated in the vertical plain were fitted to both guns. Two versions were manufactured from the start: the standard M3 and the M3 modified to meet British specifications. The latter featured, amongst many detail improvements, a lower profile turret incorporating the radio (deleting the turret cupola mounted machine gun). In British service the original US spec M3 with cupola was known as the General Lee, whilst the M3 with lower profile turret was known as the General Grant. These names were not used by US troops, but have been retained here to avoid confusion with the M3 light tank (which the British referred to as the Stuart or Honey).

M3 LEE

Principal service: 1941–43. Numbers manufactured: 6,258.

Cost: 176pts (Inexperienced), 220pts (Regular)
Weapons: 1 gyro-stabilised hull-mounted medium anti-tank gun covering the front and right arcs, 1 gyro-stabilised turret-mounted light anti-tank gun with co-axial MMG, and 1 cupola turret-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test
- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M3A1 LEE

The M3A1 was practically identical to the previous model but had a cast upper hull instead of riveted plates. Built only by American Loco it was produced between February and August 1942. Principal service: 1942–43. Numbers manufactured: 300.

Cost: 192pts (Inexperienced), 240pts (Regular)
Weapons: 1 gyro-stabilised hull-mounted medium anti-tank gun covering the front and right arcs, 1 gyro-stabilised turret-mounted light anti-tank gun with co-axial MMG and 1 cupola turret-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

M3A3 LEE

The M3A3 featured a twin General Motor 6-71 diesel engine, increasing the maximum speed to 29mph and reducing the risk of fire. Principal service: 1942–43. Numbers manufactured: 322.

Cost: 200pts (Inexperienced), 250pts (Regular)
Weapons: 1 gyro-stabilised hull-mounted medium anti-tank gun covering the front and right arcs, 1 gyro-stabilised turret-mounted light anti-tank gun with co-axial MMG and 1 cupola turret-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)

M3A5 LEE

As it proved impossible to produce enough cast-hull tanks the diesel-engined version was also built using the standard riveted plate hull. This was the M3A5. Principal service: 1942–43. Numbers manufactured: 591.

Cost: 184pts (Inexperienced), 230pts (Regular), 296pts (Veteran)
Weapons: 1 gyro-stabilised hull-mounted medium anti-tank gun covering the front and right arcs, 1 gyro-stabilised turret-mounted light anti-tank gun with co-axial MMG and 1 cupola turret-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M4A3 Sherman (75) medium tank

M4 SHERMAN MEDIUM TANK

While the M3 medium tank was a compromise forced by the pressing need to build tanks as soon as possible, the M4 was intended to fulfil the army's requirement for a new medium tank. The vehicle would be designed around a 75mm gun mounted in a fully traversing turret. President Roosevelt himself ordered the production of 1,000 units per month. This number was soon doubled and by 1942 eleven plants were working to meet demand. In terms of its performance and especially its armour and gun, the M4 Sherman was comparable to German tanks at the time. However, the introduction and standardisation of new models such as the Tiger and Panther soon highlighted the M4 Sherman's limitations, above all when it came to its weaponry. The Sherman could not penetrate a Tiger frontally, but the German tank's powerful 88mm gun could destroy a Sherman at 2,000m! This deficiency was only overcome by a combination of greater numbers and support from air power and artillery.

M4 SHERMAN 75MM

This was the original production version of the tank with a partially cast front and welded hull sides. The designations used to denote variations of M4 don't refer to improved versions but to production methods – generally they denote whether the hulls are cast or welded and what kind of engine was used (sometimes necessitating a lengthening of the chassis). A Continental radial engine was used in the original M4, the size and shape of the engine dictating the tank's high profile. M4s were produced in different factories and later variants were created to take advantage of the availability of different kinds of engines. Principal service: 1942–44. Numbers manufactured: 6,748.

Cost: 148pts (Inexperienced), 185pts (Regular), 232pts (Veteran)

Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG

Damage Value: 9+ (medium tank)

Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

Special Rules:

- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test
- HE: instead of causing D2 HE hits, an HE shell causes D6 hits
- Thin sides: in the initial version, the side hull was very easily penetrated. All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total)

M4A1/A2/A3/A4 SHERMAN 75MM

All these versions have improved side-armour compared to the original M4. Although they differ from each other they are comparable in terms of performance. The M4A1 has a fully cast hull – some tankers preferred one kind of armour construction over the other. The protective capability of armour plate could vary quite a bit anyway so there was probably little difference between the two on average. M4A2s had diesel engines and M4A3s had Ford V8 engines, whilst the M4A4 had a long Chrysler multi-bank engine and a lengthened chassis. These types were produced at the same time and with different main guns. Principal service: 1942–45. Numbers manufactured: 6,281 (M4A1), 8,053 (M4A2), 3,071 (M4A3) and 7,499 (M4A4).

M4A3 Sherman (75)

Cost: 156pts (Inexperienced), 195pts (Regular), 244pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts
- May cancel the 'Easily catches fire' rule for +10pts

Special Rules:

- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test
- HE: instead of causing D2 HE hits, an HE shell causes D6 hits

M4A1/A2/A3 SHERMAN 76MM

The M4 Sherman was originally fitted with an M3 75mm gun – a weapon with a relatively low velocity compared to the German 75mm guns on tanks such as the Panzer IV. The M1A1 76mm gun was designed to redress this balance but the turret on the original M4 Sherman was too small to take it. This led to delays whilst a new turret was designed, so 76mm gun tanks didn't reach fighting units until well after the Normandy landings. As well as the new gun, the 76mm version also had wet storage ammunition stowage to reduce fire hazards. Later models also used HVSS suspensions that were designed to replace the vertical volute with tougher horizontal springs. Principal service: 1944–45. Numbers manufactured: 3,396 (M4A1), 1,615 (M4A2) and 1,445 (M4A3).

Cost: 188pts (Inexperienced), 235pts (Regular), 292pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts
- May have Culin hedgerow cutter for +10pts

M4A3 Sherman (76) medium tank

M4A3E2 SHERMAN 'JUMBO' HEAVY ASSAULT TANK

As the war went on it became increasingly obvious that the Sherman's basic armour was insufficient when faced with German anti-tank guns. By early 1944 work towards a new heavy tank was proving so slow that the army settled on a temporary compromise. This was basically a heavy version of the Sherman with 100mm of frontal armour and turret armour up 150mm thick. This new armoured monster weighed in at 42 tons when empty. It kept the 75mm gun with its much-liked HE capability. Once in service, a few vehicles were refitted with 76mm guns taken from damaged tanks. Principal service: 1944–45. Numbers manufactured: 254.

Cost: 212pts (Inexperienced), 265pts (Regular), 328pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)
Options:

- May add a pintle-mounted HMG on the turret for +25pts
- May exchange the 75mm medium anti-tank gun for a 76mm heavy anti-tank gun for +35pts (losing the HE special rule shown below)

Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test
- Slow: a Sherman up-armoured to a heavy tank is slow – its move is reduced to 6"advance and 12" run

M4 SHERMAN 105MM HOWITZER

Although the Sherman's 75mm gun had an excellent high-explosive round, it was a relatively simply matter to fit a 105mm howitzer into the standard turret to produce a fully armoured support tank with long-range artillery capability. Principal service: 1943–45. Numbers manufactured: 800 (1943), 841 (with HVSS, 1944–45).

Cost: 140pts (Inexperienced), 175pts (Regular), 220pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium howitzer with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts
- May cancel the 'Thin sides' rule for +10pts

Special Rules:

- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

- Thin sides: in the initial version, the side hull was very easily penetrated. All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total)

M4A3/A4 SHERMAN 105MM HOWITZER

The 105mm M4 was produced in multiple versions with different combinations of engine in the same way as the basic tank. Because of their relatively heavy armour compared to most self-propelled artillery, the 105mm M4 tanks could be used in a close support role, leaving the more vulnerable M7 and M12 self-propelled guns towards the rear. Principal service: 1944–45. Numbers manufactured: 500 (M4A3) and 2,539 (with 105mm and HVSS).

Cost: 156pts (Inexperienced), 195pts (Regular), 244pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium howitzer with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- May add a pintle-mounted MMG on the turret for +15pts
- May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

M4 SHERMAN T34 CALLIOPE

The Calliope was a rocket launcher mounted in a frame above a standard M4 Sherman's turret. It could fire sixty 4.6" rockets in just a few minutes. Fire could be split into two salvos of twelve rockets and one of thirty-six. This vehicle was used for the first time in France in 1944. Principal service: 1944–45. Numbers manufactured: unknown.

Cost: 200pts (Inexperienced), 250pts (Regular), 310pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG, 1 turret-mounted multiple launcher, 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)
- Multiple launcher
- Busy Turret: you can either fire the turret's main gun (or coaxial MMG), or the multiple launcher, but not both in the same turn

M4A2 SHERMAN 'ZIPPO' OR 'RONSON' CROCODILE FLAMETHROWER

In the Pacific Theatre a flamethrower tank was needed to root out the Japanese from their well-protected defensive positions. The M4's main gun was replaced with a heavy flamethrower to create the Zippo variant. In Europe the 2nd Armoured Division also used a version derived from the British Crocodile. The main difference, in this case, was the separate fuel-trailer with its larger fuel capacity. Principal service: 1944–45. Numbers manufactured: unknown ('Zippo'), 4 (Crocodile).

Cost: 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons: 1 turret-mounted flamethrower with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- May add a pintle-mounted HMG on the turret for +25pts
- May take a separate fuel trailer (Sherman Crocodile), reducing its cost by -10pts (see below)

Special Rules:

- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook
- Slow (Crocodile only). A Sherman Crocodile is Slow as it tows the fuel on a trailer – its move is reduced to 6" advance and 12" run

M26 PERSHING HEAVY TANK

In January 1945 the first twenty M26 Pershing heavy tanks were sent to the 3rd and 9th Armoured Divisions in Europe. After a few skirmishes with the infamous Tiger it became clear that the M26 was not only able to beat it, but could out-manoeuvre it too. Towards the end of the war the Pershing tank was used in the Pacific during the battle on Okinawa. Principal service: 1945. Numbers manufactured: 1,436 .

Cost: 316pts (Inexperienced), 395pts (Regular), 484pts (Veteran)
Weapons: 1 gyro-stabilised turret-mounted super-heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)
Options:

- May add a pintle-mounted HMG on the turret for +25pts

LVT(A)1 ALLIGATOR

Albeit not strictly speaking a tank, we have included the Alligator here to take account of its fire-support tactical role during amphibious assaults. This tracked, fully amphibious landing vehicle was ready by the end of 1943. In addition to a turret-mounted 37mm gun this version had two .30-cal. Browning machine guns on the rear deck mounted on scarf rings and fitted with gun shields. Principal service: 1944–45. Numbers manufactured: 510.

Cost: 120pts (Inexperienced), 150pts (Regular), 180pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with co-axial HMG, and 2 pintle-mounted MMGs with a 360° arc of fire
Damage Value: 7+ (armoured car)
Options:

- May exchange the light anti-tank gun and coaxial HMG for a flamethrower for free

Special Rules:

- Amphibious

M10 Tank Destroyer on the prowl for big cats

TANK DESTROYERS

US military doctrine called for well-armed and highly mobile tank destroyers to counter enemy tanks, reserving their own tanks for a break-through role. Tank destroyers were often designated as Gun Motor Carriages – GMC in military terms and we have adopted both descriptions to make things clear.

M3 75MM (T12) GUN MOTOR CARRIAGE

The M3 half-track was converted into the M3 (T12) Gun Motor Carriage by the simple expedient of mounting the old French derived M1897 field gun onto the back. This was employed as a tank destroyer by using armour piercing rounds, but also had an effective high-explosive shell. Principal service: 1941–44. Numbers manufactured: 2,202.

Cost: 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons: 1 hull-mounted front facing medium anti-tank gun
Damage Value: 7+ (armoured carrier)
Options:

- May add up to one additional pintle-mounted MMG (covering the rear arc) for +15pts

Special Rules:

- Open-topped
- HE: instead of causing D2 HE hits, an HE shell causes D6 hits

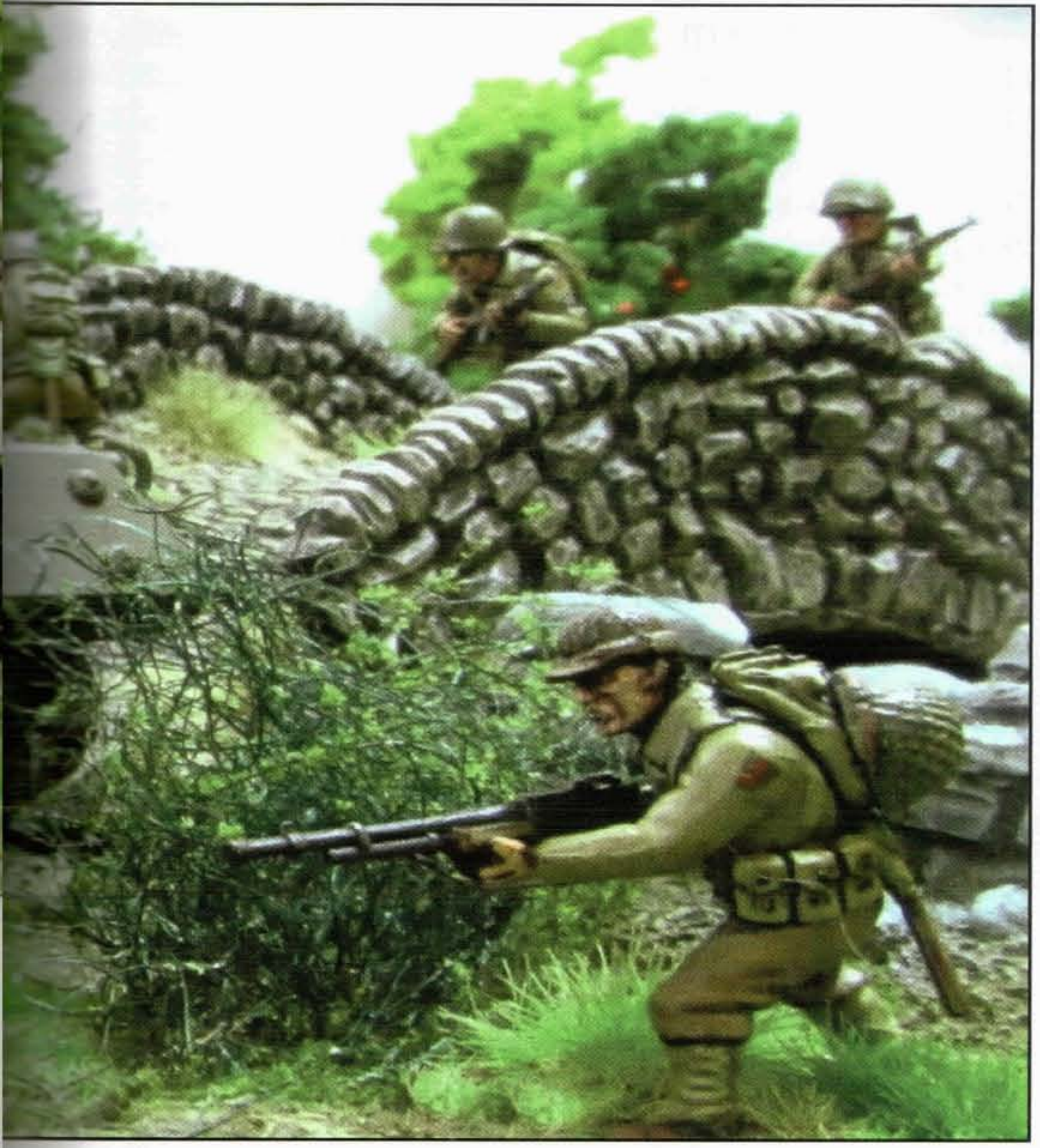
M6 GUN MOTOR CARRIAGE

The M6 GMC mounted a rear-facing 37mm anti-tank gun on the bed of a Dodge ¾ ton truck. It was the first tank destroyer to be used in the Tunisian campaign. The truck's complete lack of armour and the small calibre gun made it less than ideally suited to its designated role, but over 5,000 were built. It was soon replaced by the M3 75mm GMC.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons: 1 light anti tank gun covering the right, left and rear arcs
Damage Value: 6+ (soft skinned)

M10 TANK DESTROYER

The Tank Destroyer Board wanted a gun that was more powerful than the 75mm mounted in a vehicle that had a lower silhouette than a Sherman tank. To meet this requirement it was decided to opt for an open-topped five-sided welded



turret and relatively thin armour. The final plans were standardised in June 1942 and production began in September. The M10 had an M7 3-inch (76.2mm) anti-tank gun, which was a considerable improvement over the 75mm carried by the Sherman. The M10's mere 37mm of armour made it vulnerable to anti-tank weapons so its main role was defensive, firing from concealed positions. Principal service: 1942–45. Numbers manufactured: 6,032.

Cost: 144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)
Weapons: 1 turret-mounted heavy anti-tank gun
Damage Value: 8+ (light tank)
Options:

- May add a pintle-mounted HMG for +25pts

Special Rules:

- Open-topped

M18 HELLCAT

The M10 had been built upon the chassis of the M4 Sherman, which resulted in a vehicle that was heavier, slower and less manoeuvrable than was ideal. The M18 was an entirely new design that was intended to create a lighter and faster vehicle better suited to a mobile reconnaissance than the unwieldy M10. The Hellcat carried the same 76mm gun as the Sherman giving it a respectable performance against most German tanks. Principal service: 1944–45. Numbers manufactured: 2,507.

Cost: 124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons: 1 turret-mounted heavy anti-tank gun
Damage Value: 7+ (armoured car/carrier)
Options:

- May add a pintle-mounted HMG for +25pts
- May be a *Recce* vehicle for +10pts

Special Rules:

- Open-topped
- Recce: if option is chosen

M36 JACKSON

In early 1943 it was decided to look at fitting a 90mm AA gun onto an M10 tank destroyer. The M10's turret proved unable to accommodate the heavier, longer gun. To fit the new gun a wider turret was created resulting in the M36 GMC – known to the British as the Jackson. The new gun was able to penetrate the armour of a Tiger or Panther at far greater ranges than the M10's 3-inch gun. The number of tanks lost in firefights soon dropped dramatically. Principal service: 1944–45. Numbers manufactured: 1,288.

Cost: 204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapons: 1 turret-mounted super heavy anti-tank gun
Damage Value: 8+ (light tank)
Options:

- May add a pintle-mounted HMG for +25pts

Special Rules:

- Open-topped

A21
ACCIDENT
A21

M10 Tank Destroyer

M36B1 JACKSON

In order to boost production of the M36 it was decided to use the standard M4A3 hull with an open-topped M36 turret. The final result was much liked by its crews because it combined excellent anti-tank firepower with good defensive capacity including a hull-mounted MMG. Principal service: 1944–45. Numbers manufactured: 187.

Cost: 244pts (Inexperienced), 305pts (Regular), 366pts (Veteran)
Weapons: 1 turret-mounted super heavy anti-tank gun and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:
- May add a pintle-mounted HMG for +25pts

Special Rules:
- Open-topped

SELF-PROPELLED ARTILLERY

Self-propelled artillery utilised existing tank chassis and artillery pieces combining the firepower of artillery with mobility of tanks. Although intended to provide supporting fire from beyond the immediate area of fighting, self-propelled artillery could easily find itself at the forefront of battle, especially during the close fighting of Normandy. US self-propelled guns were sometimes used in an anti-tank role and proved highly effective.

M8 SCOTT

The M8 Howitzer Motor Carriage was an M5 light tank with an open turret in which was mounted a 75mm M1A1 pack howitzer. Production began in September 1942 and ceased in autumn 1944, after which it was replaced by the 105mm M4 medium tank. Principal service: 1942–45. Numbers manufactured: 1,778.

Cost: 112pts (Inexperienced), 140pts (Regular)
Weapons: 1 light howitzer in open-topped turret and 1 pintle-mounted HMG on the turret with a 360° arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped

M7 PRIEST

In June 1941 the Chiefs-of-Staff requested the development of a 105mm howitzer on an M3 medium tank chassis in order to provide self-propelled artillery for Armoured Divisions. This became the M7 Howitzer Motor Carriage also known as the 'Priest'. When the M3 tank was replaced with the more recent M4 Sherman it was decided to continue production of this version on the M4A3 tank chassis. It was deployed in batteries of six. Principal service: 1942 (M3), 1944–45 (M4). Numbers manufactured: 2,028 (M3), 953 (M4).

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 forward facing casement-mounted medium howitzer and 1 pintle-mounted HMG with a 360° arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped

M12 GUN MOTOR CARRIAGE

The M12 GMC carries a 155mm gun on a medium tank chassis. It is designed to provide mobile firepower from far behind the lines. M12s were used properly for the first time during the Normandy landings and played a key part in the battle for Cologne. In order to transport additional crew, ammunition and other supplies, the M30 cargo carrier was developed from the M12. This replaced the 155mm gun with a pulpit-mounted HMG that could be used as an anti-aircraft weapon as well as against infantry. Principal service: 1944–45. Numbers manufactured: 174.

Cost: 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons: 1 casement-mounted forward-facing heavy howitzer
Damage Value: 8+ (light tank)
Options:
- May replace the heavy howitzer with a pintle-mounted HMG with a 360° arc of fire, reducing its cost by -85pts (M30 cargo carrier)

Special Rules:
- Open-topped

M40 GUN MOTOR CARRIAGE

After the success of the M12, the Armoured Force Board ordered the development of new heavy self-propelled artillery for long-range bombardment in the field. This used the M4A3 with HVSS suspension and was capable of mounting either a 155mm gun or an 8-inch M1 howitzer. As with the M12, this monster was always accompanied by an M30 cargo carrier. Their baptism of fire came during the siege of Cologne where they took part bombarding the city alongside the M12s. Principal service: 1945. Numbers manufactured: 311.

Cost: 132pts (Inexperienced), 165pts (Regular), 198pts (Veteran)
Weapons: 1 casement-mounted forward-facing heavy howitzer
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped
- Vulnerable: because of the very light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M3 75MM (T30) HOWITZER MOTOR CARRIAGE

The M3 (T12) Gun Motor Carriage was later converted by replacing its gun with a M1 75mm pack howitzer mounted into a simple box structure. Principal service: 1942–45. Numbers manufactured: 500.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 hull-mounted front facing light howitzer
Damage Value: 7+ (armoured carrier)
Options:

- May add up to one additional pintle-mounted MMG (covering the rear arc) for +15pts.

Special Rules:

- Open-topped

M3 105MM HOWITZER MOTOR CARRIAGE

The T19 HMC mounted a 105mm howitzer in the back of an M3 half-track. It was used in North Africa and later replaced by the M7 HMC (Priest). Principal service: 1941–43. Numbers manufactured: 324.

Cost: 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons: 1 hull-mounted front facing medium howitzer
Damage Value: 7+ (armoured carrier)
Options:

- May add up to one additional pintle-mounted MMG (covering the rear arc) for +15pts

Special Rules:

- Open-topped

M4 MORTAR CARRIER

This half-track vehicle was based on the M2 and carried a 81mm calibre mortar in the rear along with ammunition and crew. Seating capacity was reduced to three. The mortar wasn't normally fired from within the M4, although this could be done in emergencies. The M4A1 version was practically identical, but had a reinforced floor to allow firing from the vehicle itself. Both vehicles can easily be identified by the extra stowage boxes at the rear. Principal service: 1942–44 (M4), 1943–45 (M4A1). Numbers manufactured: 572 (M4), 600 (M4A1).

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 pintle-mounted HMG with a 360° arc of fire and 1 hull-mounted rear-facing medium mortar
Damage Value: 7+ (armoured carrier)
Special Rules:

- Open-topped

M21 MORTAR CARRIER

The limitations of the M4 Mortar Carrier led to the development of a new version based on the more modern M3. This allowed for forward fire of the mortar, increasing traverse to 30° right and left and the elevation to 40–80°. A machine gun was mounted on a pedestal in the hull rear. Principal service: 1943–45. Numbers manufactured: 110.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 pintle-mounted HMG with a 360° arc of fire and 1 hull-mounted front-facing medium mortar
Damage Value: 7+ (armoured carrier)
Special Rules:

- Open-topped

LVT(A)4 LANDING VEHICLE

This tracked, fully amphibious self-propelled gun was a variant of the LVT4 Water Buffalo. It was used to provide fire support during beach assaults. It had the turret of an M8 GMC with a 75mm Howitzer. Principal service: 1944–45. Numbers manufactured: 510.

Cost: 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons: 1 light howitzer in an open turret and one pintle-mounted HMG on the turret with a 360° arc of fire
Damage Value: 7+ (armoured carrier)
Special Rules:

- Open-topped
- Amphibious

ANTI-AIRCRAFT VEHICLES

A variety of different vehicles were pressed into service to mount anti-aircraft weapons. As the war progressed, the threat of enemy aircraft became less and these weapons were often used against ground targets.

M13 MULTIPLE GUN MOTOR CARRIAGE

This anti-aircraft variant of the M3 mounted twin .50-cal. HMGs in an electronically powered Maxson turret. It boasted a 360° arc of fire, a maximum elevation of 90° and a depression of –11.5°. Principal service: 1942–45. Numbers manufactured: 535.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 2 turret-mounted HMG
Damage Value: 7+ (armoured carrier)
Options:

- May add one additional pintle-mounted MMG (covering the rear arc) for +15pts

Special Rules:

- Open-topped
- Flak

M8 armoured car moves forward to flush out the enemy

M15 MULTIPLE GUN MOTOR CARRIAGE

The M15 was an anti-aircraft variant of the M3 designed to carry a 37mm autocannon with two twinned heavy machine guns mounted either side of the autocannon barrel (T28E1 variant), above (M15) or below (M15A1). This vehicle was first deployed in Tunisia. Principal service: 1942–45. Numbers manufactured: 680 (M15), 1,720 (M15A1).

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: turret mounting one heavy automatic cannon and two HMGs
Damage Value: 7+ (armoured carrier)

Options:
- May add one additional pintle-mounted MMG (covering the rear arc) for +15pts

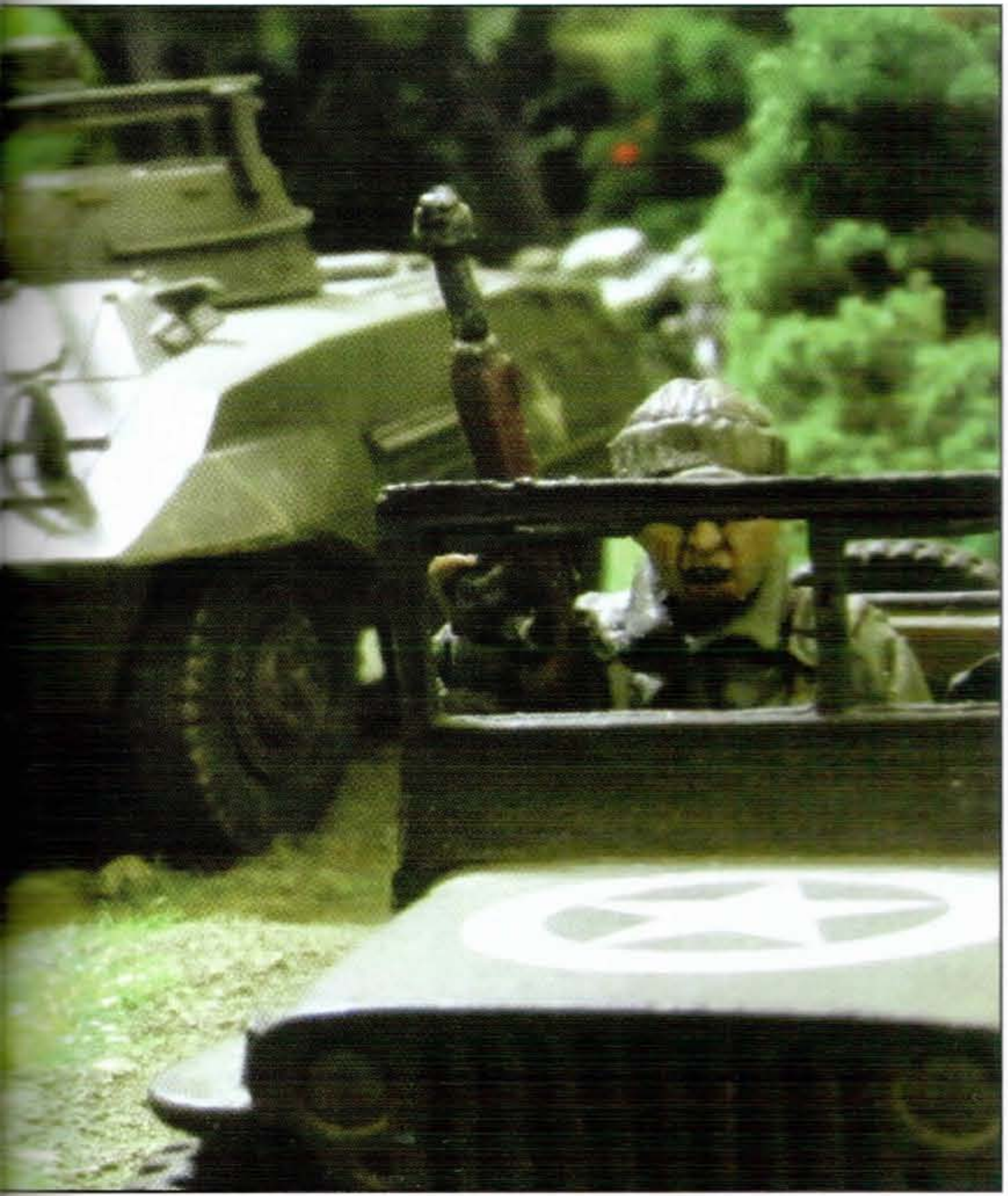
Special Rules:
- Open-topped
- Flak

M16 MULTIPLE GUN MOTOR CARRIAGE

After the success of the M13 a MGMC was developed with four .50-cal. HMGs in the electronically powered Maxson Quadmount turret. Although designed to provide low-level anti-aircraft fire the vehicle was also very effective against ground targets, earning its nickname, 'The Meatchopper'. Principal service: 1942–45. Numbers manufactured: 724 (M16), 1,000 (M17, International Harvester).

Cost: 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons: turret mounting four HMGs.
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG (covering the rear arc) for +15pts

Special Rules:
- Open-topped
- Flak



ARMOURED CARS

The US forces made little use of armoured cars in the reconnaissance role preferring to employ light tanks instead. As a result the Chiefs-of-Staff didn't see the need for a variety of armoured cars, and the only vehicle adopted by the American army was the M8 Greyhound. In fact a heavy armoured car was developed – the T17 series – but was not used by frontline American forces although it was used by the British and was exported after the war.

M8 GREYHOUND

The M8 was developed following evaluation of the armoured vehicles in service with other nations. Ford built armoured cars started rolling off the production lines in March 1943. These vehicles were highly manoeuvrable thanks to six wheel drive, a weight of just 17,468 lbs, and low silhouette that made concealment easy. The 37mm gun, paired with a coaxial 7.62mm machine gun, was often supplemented by a ring-mounted HMG. The vehicle could reach a maximum on-road speed of 55mph. Principal service: 1943–45. Numbers manufactured: 11,000.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons: 1 light anti-tank gun and coaxial MMG in an open turret
Damage Value: 7+ (armoured car)
Options:

- May add an additional pintle-mounted HMG with a 360° arc of fire for +25pts

Special Rules:

- Recce
- Open-topped

M20 SCOUT CAR

The M20 Scout or Armoured Utility Car was a M8 Greyhound armoured car without a turret. Instead it was fitted with a ring-mounted .50-cal. machine gun in an open superstructure. The M20 was a good reconnaissance vehicle that proved especially useful when deployed alongside tank destroyer units to flush out likely targets. It was also used as a command vehicle and even found an occasional role as a weapons carrier and troop transporter. Principal service: 1943–45. Numbers manufactured: 4,000.

Cost: 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons: 1 pintle-mounted HMG with a 360° arc of fire in an open turret
Damage Value: 7+ (armoured car)
Special Rules:

- Recce
- Open-topped

DAVID C. WAYBUR

Rank and unit: First Lieutenant, US Army, 3rd Reconnaissance Troop, 3rd Infantry Division.
Where and when: Agrigento, Sicily, 17 July 1943.

Late on 17 July, Lieutenant Waybur's Recon Platoon was patrolling enemy held ground near Agrigento in Sicily. Weyburn and his men were trying to find a lost Ranger unit, but their route was extensively mined and covered by enemy machine gun positions and roadblocks. The platoon advanced as far as a destroyed bridge in a valley, when four enemy tanks and a platoon of infantry closed in behind them cutting off any chance of escape. Despite the fact that he was surrounded, Waybur gave orders to his men to spread out and return fire with their .30- and .50-cal. machine guns. They were soon peppered with shots and three of his men were hit. Waybur himself had been badly wounded in the exchange, but he managed to get close enough to an enemy tank to kill the crew with his submachine gun. The tank crashed onto the bridge and fell into the riverbed. Making the most of the confusion – and now under cover of darkness – Waybur sent a runner for reinforcements. The rest of the platoon took cover in a nearby wood. All night long the Germans tried to root them out, but the Americans were able to hold out by using hit-and-run tactics to keep the enemy at bay. Waybur and his men fought on until the morning when Allied armour came to their rescue.

Decorations: Medal of Honor, Silver Star and Purple Heart

Patton's boys roll through the bocage

TRANSPORTS AND TOWS

M2 and M3 half-tracks provided ideal towing vehicles as well as transports for the front-line fighting units. The M3 was large enough to move all but the largest guns together with crew and ammunition. Originally intended for the Armoured Divisions, export versions of these vehicles were also used by the British and Russians. When it came to trucks, US industry proved capable of producing abundant transportation for the US and Allied armies. Trucks and tractors were manufactured in a variety of sizes from the tiny Jeeps to huge recovery tractors and heavy artillery tows. These are usually identified in terms of their weight, for example the 'Dodge ¾ ton'. The iconic Jeep became one of the most obvious success stories of the war.

M3 WHITE SCOUT CAR

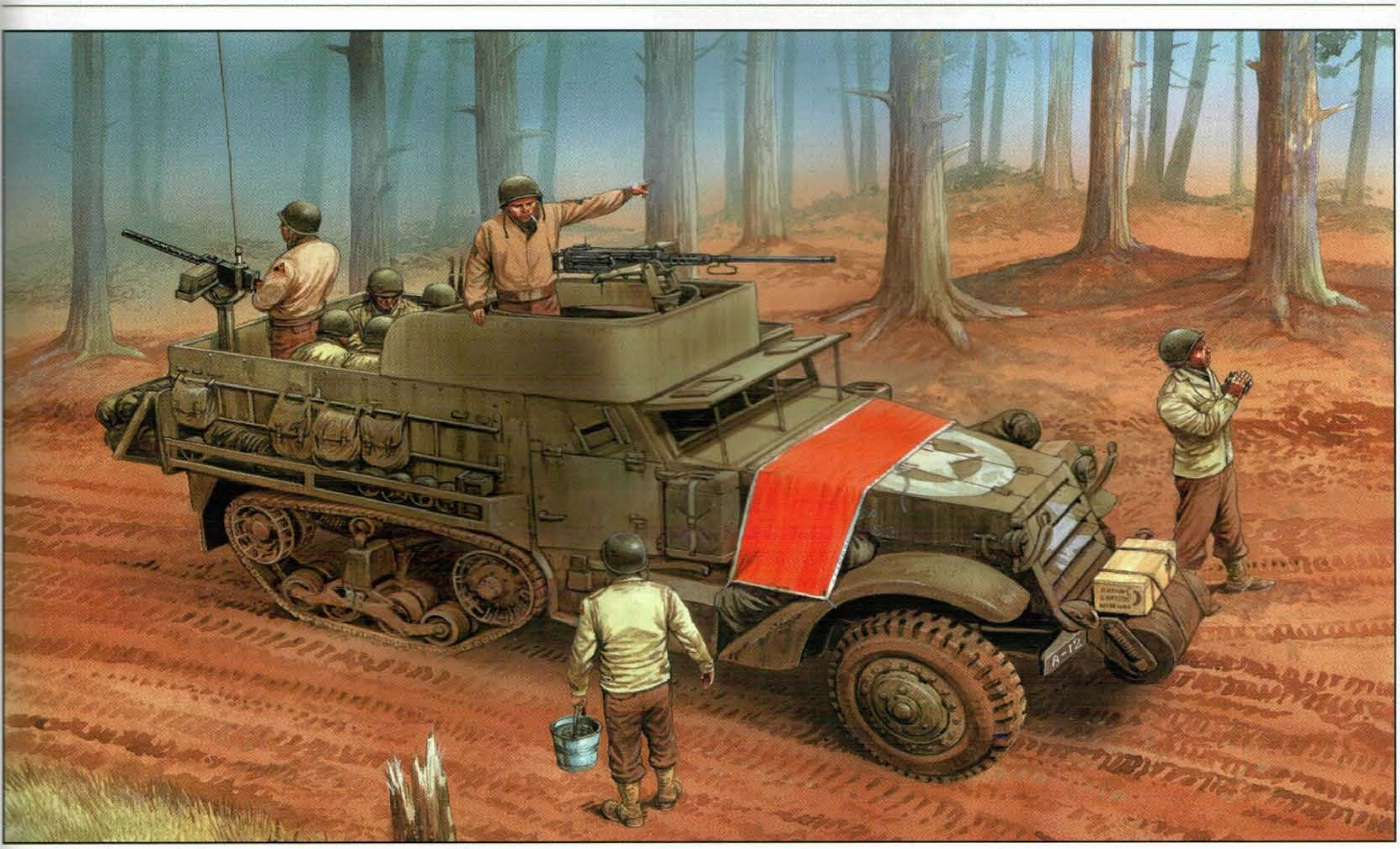
The M3 was too large and heavy to be considered a proper scout car, but its transport capacity (eight men and a driver) made it suitable for a number of tasks including that of armoured transport and reconnaissance vehicle. The same basic design was used to develop the M3 half-track. Although the White Scout Car carried an HMG it was often fitted with a further two MMGs along the sides. The M3 Scout Car was used by the Americans, British and Russians. Principal service: 1940–44. Numbers manufactured: 21,000.

Cost: 69pts (Inexperienced), 86pts (Regular), 103pts (Veteran)
Weapons: 1 pintle-mounted HMG covering the forward arc
Damage Value: 7+ (armoured car)
Transport: 8 men
Tow: light or medium anti-tank gun; light howitzer; light anti-aircraft gun
Options:

- May add up to two additional pintle-mounted MMGs one covering the right and rear arcs and one covering the left and rear arcs for +15pts each
- May replace the transport capacity with the Recce rule for free

Special Rules:

- Open-topped
- Recce (if option is chosen)



M3A2 half-track, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 176: World War II US Armored Infantry Tactics.

M2 HALF-TRACK

The army began to take an interest in half-tracks in 1925 when the Ordnance Department acquired two Citroen Kegresse semi-tracked vehicles for evaluation. After developing various prototypes, in 1940 the final design was adopted as the M2. Later versions had a little more armour and standardised the armoured shield for the cab windscreen and side window. The main difference between this vehicle and the M3 was that it was originally conceived as a prime mover with a shorter body and internal layout designed to accommodate ammunition for a towed gun. However, it could also transport up to ten men (not including the driver, the commander and the assistant driver). The rail-mounted anti-aircraft HMG fitted as standard was normally accompanied by an MMG. Principal service: 1941–44. Numbers manufactured: 11,415.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 pintle-mounted HMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Transport: 10 men
Tow: light, medium or heavy anti-tank gun; light or medium howitzer; light or heavy anti-aircraft gun
Options:
- May add one additional pintle-mounted MMG with a 360° arc of fire for +15pts.

Special Rules:
- Open-topped

M2A1 HALF-TRACK

In order to improve access to the HMG the M2's gun rail mounting was replaced by an improved ring-mount over the right hand front seat. Further pintle mountings for .30-cal. MMGs were often added as modifications in the field. Principal service: 1943–44. Numbers manufactured: 1,643.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 pintle-mounted HMG with a 360° arc of fire
Damage Value: 7+ (armoured carrier)
Transport: 10 men

Tow: light, medium or heavy anti-tank gun; light or medium howitzer; light or heavy anti-aircraft gun

Options:

- May add up to three additional pintle-mounted MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each

Special Rules:

- Open-topped

M3 HALF-TRACK

The M3 half-track vehicle was ten inches longer than the M2 and had an access door in the rear, unlike the smaller half-track. The M3 was conceived as a troop transport from the start with seating for a full rifle squad. Its HMG was fixed to an anti-aircraft or pedestal mount for defence against aerial attack. This was later replaced by a ring-mounted HMG above the passenger seat (M3A1). A practically identical half-track was built for export and used by British, Commonwealth and Russian armies. This was produced as the M5 and M9 and the same details can also be used to represent it. Principal service: 1943–44. Numbers manufactured: 12,499.

Cost: 79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons: 1 pintle mounted HMG with a 360° arc of fire
Damage Value: 7+ (armoured carrier)
Transport: 12 men
Tow: light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun

Options:

- May add up to three additional pintle-mounted MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each

Special Rules:

- Open-topped

M3 half-track

JEEP

Willys Jeep with .30-cal MG

In June 1940 the American army asked for a vehicle that could "go-anywhere". The answer was the four-wheel drive Willys MB and the Ford GPW, both models referred to as 'Jeeps'. 630,000 jeeps were produced by the end of the war. Developed for reconnaissance and liaison duties, the jeep was well suited to a variety of roles and was even used in airborne landings.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons: none
Damage Value: 6+ (soft skinned)
Transport: 3 men
Tow: light anti-tank gun

Options:

- May have a pintle-mounted MMG with 360° arc of fire for +15pts, losing all transport capacity
- May upgrade the MMG to an HMG for +10pts

DODGE ¾ TON TRUCK

This light 4x4 truck was used for as a staff vehicle for high-ranking officers, weapons carrier, and in a variety of non-combatant roles such as ambulances and signals trucks. They were known as the WC series 'W' being the letter code for 1941 and 'C' designating the ½ ton truck – the same designation was retained for the ¾ tonner. They were also referred to as 'Beeps' or 'Big Jeeps'. Although some were use for reconnaissance, the ¾ tonner was less popular in that role than the Jeep because its greater size and weight made it less manoeuvrable in a tight spot.

Cost: 25pts (Inexperienced), 31pts (Regular), 37pts (Veteran)
Weapons: none
Damage Value: 6+ (soft skinned)
Transport: 8 men
Tow: light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun

Options:

- May have a pintle-mounted MMG with 360° arc of fire for +15pts

Tow: light or medium anti-tank gun; light or medium howitzer; light anti-aircraft gun

Options:

- May have a pintle-mounted MMG with 360° arc of fire for +15pts
- May upgrade the MMG to an HMG for +10pts

Special Rules:

- Amphibious

LVT AMPHIBIOUS TROOP TRANSPORT

The LVT (Landing Vehicle Tracked) series was developed to provide a fully amphibious troop transport for beach assaults in the Pacific Theatre. These vehicles were armed with machine guns and could transport two fully equipped squads of Marines. After their introduction during the battle of Tarawa, new, armoured versions were developed alongside fire-support variants. The name "Water Buffalo" was used to describe them – in British usage this became simply "Buffalo". Principal service: 1943–44. Numbers manufactured: 1,225 (LVT1), 2,962 (LVT2).

Cost: 78pts (Inexperienced), 98pts (Regular), 118pts (Veteran)
Weapons: 2 pintle-mounted MMGs (1 covering the forward and left arcs, and 1 covering the forward and right arcs)
Damage Value: 6+ (soft skinned)
Transport: 24 men

Options:

- May upgrade the two MMGs to HMGs for +20pts for the pair
- May add two pintle-mounted MMGs (one covering the rear and left arcs, and one covering the rear and right arcs) for +30pts for the pair

Special Rules:

- Amphibious

LVT4 'WATER BUFFALO' LANDING VEHICLE

Based on the LVT(A)2. The engine was moved to the front in order to allow unloading from the rear, and the vehicle's capacity was increased to thirty men from twenty-four. It could alternatively carry a Jeep or a gun. This is the version built in the largest numbers and the one often seen in photographs of the campaign in northwest Europe. Principal service: 1944–45. Numbers manufactured: 8,351.

Cost: 112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Weapons: 2 pintle-mounted MMGs with a 360° arc of fire
Damage Value: 7+ (armoured car)
Transport: 30 men, or a jeep or an artillery unit

Special Rules:

- Open-topped
- Amphibious

LVT(A)2 ARMOURED AMPHIBIOUS TROOP TRANSPORT

This version was mainly based on the original LVT2 but replaced the mild steel with armour plate. The objective was to get eighteen men safely to the beach. The turret was removed in order to carry more men but the two MMGs were retained. Principal service: 1944–45. Numbers manufactured: 450.

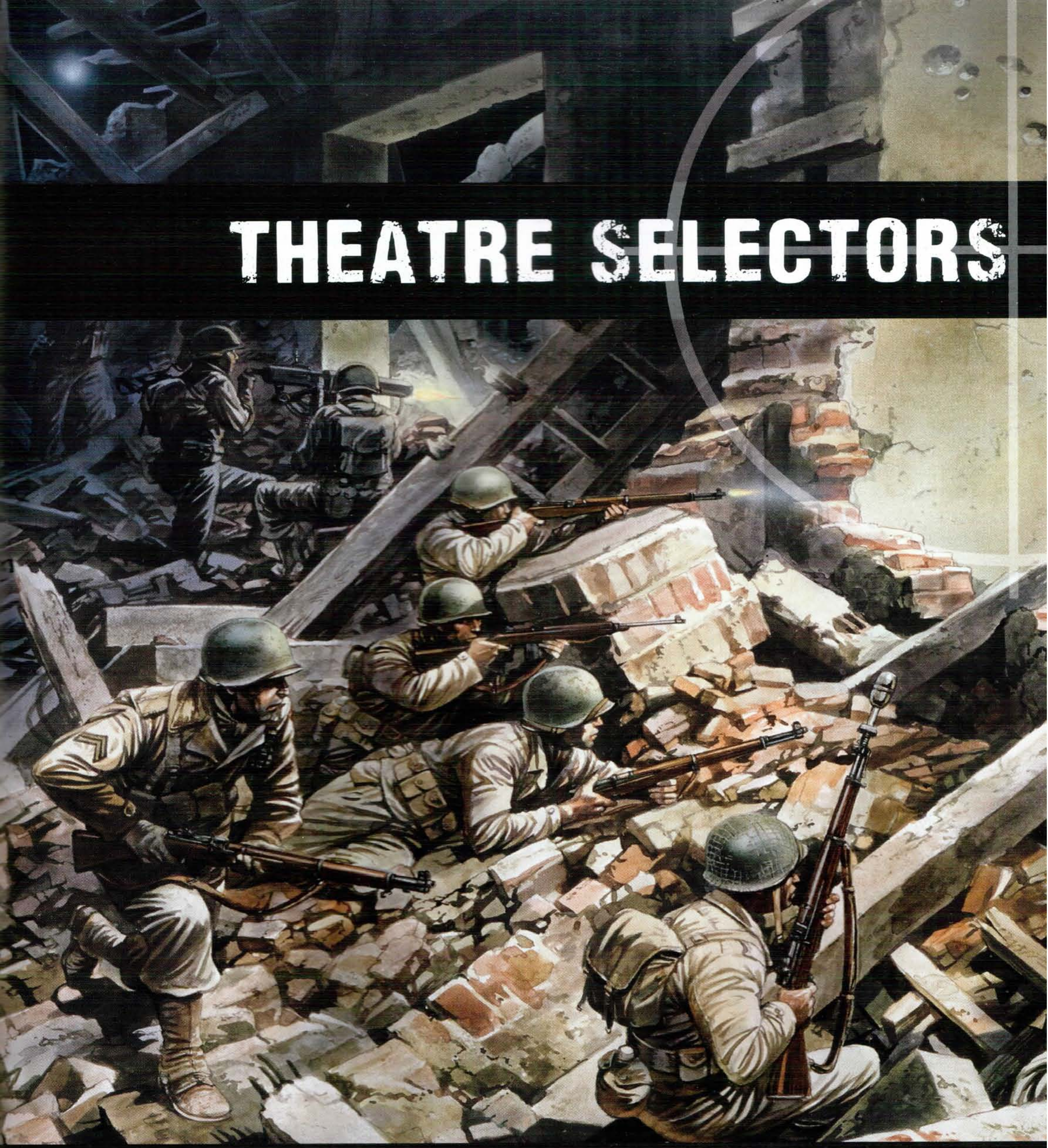
Cost: 93pts (Inexperienced), 116pts (Regular), 139pts (Veteran)
Weapons: 2 pintle-mounted MMGs with a 360° arc of fire
Damage Value: 7+ (armoured car)
Transport: 18 men

Special Rules:

- Open-topped.
- Amphibious

Thompson sub-machine gun

THEATRE SELECTORS



The battle of Aprilia, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 155: Anzio 1944.

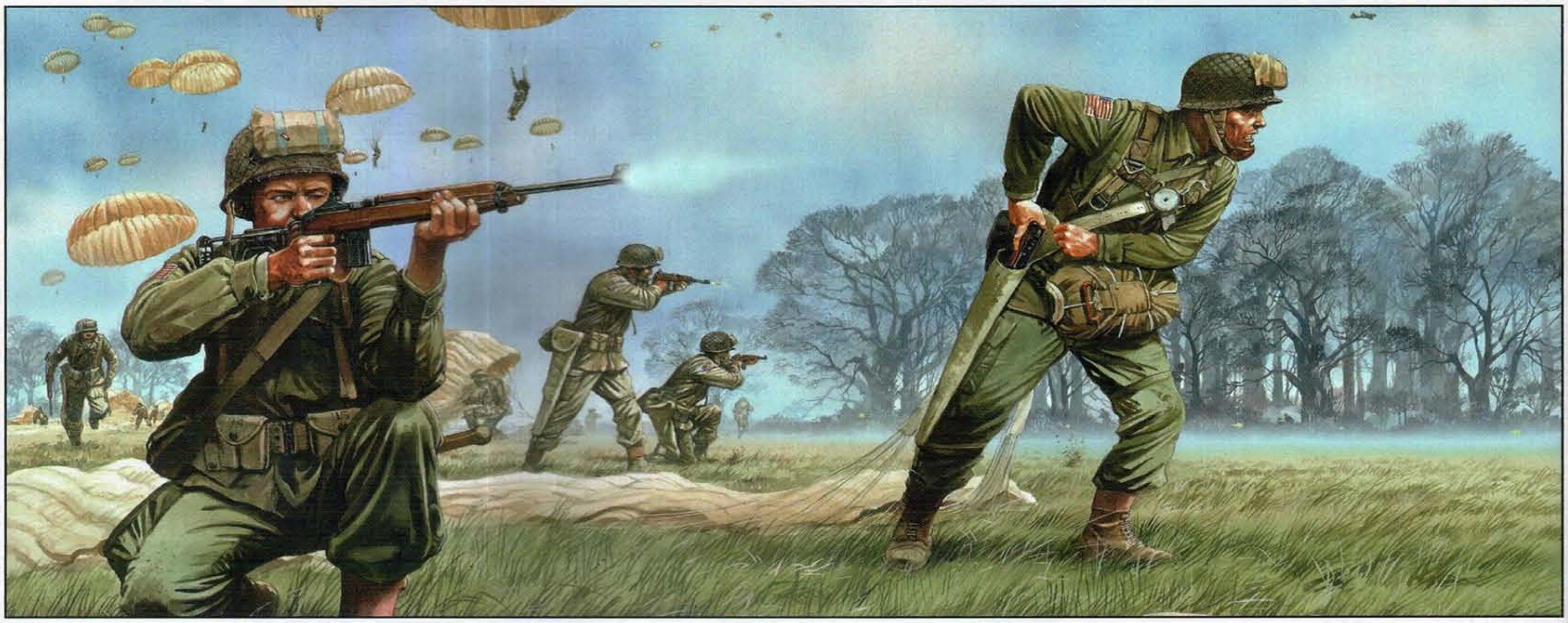
The weapons available to the American Army improved throughout the war from the first fighting in Tunisia right up to the final battles in the Rhineland. With experience the American fighting man also became more effective, his officers more able, and the means to keep him supplied with munitions ever more copious.

This section contains 17 *Theatre Selectors,* which we sometimes refer to simply as *selectors*. Each Theatre Selector draws from the main Army List to describe a force that is broadly appropriate for a particular theatre or period of the war. For practical purposes we have divided the war into four phases: North Africa (1942–43), Western Europe (1943–45), the Fall of the Third Reich (1945) and the Pacific (1942–45). A number of specific lists are included for each of these phases.

Before playing a game, the players must decide which Theatre Selector they will use to pick their army. If they wish, opponents can 'match-up' their armies so that they are contemporary with each other, so an American force for taking Monte Cassino in Italy in 1944 would be fighting a German force for 1944. Some of the lists are very specific, for example Kasserine Pass, which only contains American forces for 1943; this army could fight against the 1942-43 'Rommel's Defeat' German army, for example.

Obviously, there is nothing to stop players experimenting by matching opposing forces from different periods and theatres. Whilst not historically accurate, it is interesting to fight these 'what-if' type games. Be warned though, an American army from North Africa will have a very hard time against a late war German army, such was the rapid development of weapons and equipment at the time. On the other hand, the points values will ensure that such a game is fairly evenly balanced in a game of Bolt Action. Bear in mind that you will have trouble penetrating the armour of late-war super heavy tanks with 1942 anti-tank weaponry!

A few of these Theatre Selectors include some new *special rules* to represent unusual and particular weapons, tactics or challenges faced at that time. For example the Sherman DD tank available in the Operation *Overlord* list, which allows for the use of Sherman tanks fitted with floatation screens as were used during the assault upon the Normandy beaches.



Troops of the 17th Airborne Division land during Operation Varsity, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 13: The M1 Carbine.

NORTH AFRICA 1942-43

1942 – OPERATION TORCH

North Africa was an important theatre for the Allies as it was only by control of the Mediterranean and Suez Canal that troops, supplies and trade could move between Britain and her overseas Empire. Once the nightmare of imminent invasion had aborted in late 1940, the British built up forces in Egypt to oppose the threat of the Italians in Libya and Ethiopia. The poor performance of the Italians in Greece and North Africa led to the Germans sending troops to support their ally – taking the form of the Africa Korps under the famous Erwin Rommel. The proposed invasion of Russia obliged the Germans to limit their commitment to the North African campaign. By the time that America entered the war the situation in North Africa was already turning against the Germans, but is was the arrival of fresh US forces that would enable the Allies to mount a two-pronged attack upon the Africa Korps and push the Germans out of North Africa for good.

An American force for Operation *Torch* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

M1919A4 .30-cal light machine gun team

OPERATION TORCH REINFORCED PLATOON

1 Lieutenant – First or Second
2 Inexperienced Infantry squads

plus:

Headquarters
0–1 Captain or Colonel
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Inexperienced Infantry squads, a maximum of 1 Engineer squad
0–1 Machine gun team
0–2 Mortar teams: light or medium
0–1 Bazooka team

Artillery
0–1 gun from:
Field artillery: light (M1A1) or medium (M2A1)
Anti-tank gun: 37mm M3
Anti-aircraft gun: 37mm M1A2

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car

Tanks, Tank Destroyers, Self-propelled Artillery and Anti-aircraft Vehicles
0–1 vehicle from: M3 Stuart light tank, M3A1 Stuart light tank, M3 Lee medium tank, M3A1 Lee medium tank, M3A3 Lee medium tank, M3A5 Lee medium tank, M4 Sherman 75mm medium tank, M4A1 75mm medium tank, M13 MGMC, M15 MGMC, M6 GMC, M3 75mm (T12) GMC, M3 75mm (T30) HMC, M3 105mm HMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track
0–1 Tow from: M2 Half-track, Jeep, 2½ ton truck

SPECIAL RULES

- **Baptism of Fire:** No US forces can be Veteran

1943 – EL GUETTAR – FIRST US VICTORY

After the defeat at Kasserine Pass, the Americans were in desperate need of a victory to raise their morale. And the chance soon came. On the morning of 23 March a Kampfgruppe from the 10th Panzer Division moved quickly along Route 15 towards El Guettar. The 18th Infantry were deployed in trenches, in depth, all along the plateau and allowed the column to advance practically unopposed despite the frequent incursions of German recce vehicles. Only late that afternoon did a gun barrage stop their advance. The German infantry were deployed behind their tanks during the advance but the difficulty in performing any manoeuvres forced the armoured vehicles into a sort of straight-on charge and the dust they produced obscured the visibility of the vehicles behind them. Under constant artillery bombardment, the column broke up under the fire of the 75mm guns of the 601st Tank Destroyer Battalion supported by half-tracks. Despite the losses, the Kampfgruppe managed to break through for a while but was stopped and pushed back into the valley after the arrival of reinforcements. As night fell, a new attack was attempted but the few Panzers left meant that defeat was inevitable. Only twenty-six of the original fifty-seven tanks escaped.

An American force for El Guettar comprises one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

US Army Willys Jeep with pintle-mounted light machine gun

EL GUETTAR REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters
0–1 Captain or Colonel
0–1 Medic team
0–2 Forward Observers (Artillery)
Infantry
0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), a maximum of 2 Engineer squads
0–1 Machine gun team
0–2 Mortar teams: light or medium
0–1 Bazooka team

Artillery
0–1 gun from:
Field artillery: light (M1A1) or medium (M2A1)
Anti-tank gun: 37mm M3
Anti-aircraft gun: 37mm M1A2

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car

Tanks, Tank Destroyers, Self-propelled Artillery and Anti-aircraft Vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M6 GMC, M3 75mm (T12) GMC, M3 75mm (T30) HMC, M3 105mm HMC, M13 MGMC, M15 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track
0–1 Tow from: M2 Half-track, M2A1 Half-track, Jeep, 2½ ton truck, M5 artillery tractor

SPECIAL RULES

- **Baptism of Fire:** No US forces can be Veteran

1943 – ROMMEL'S DEFEAT

After breaking the Enigma code the Allies were able to intercept German supply convoys in the Adriatic. Finding it hard to get enough ammunition and fuel, the Germans were obliged to withdraw following their defeat at El-Alamein in the autumn of 1942. Consequently, Rommel found himself hemmed in to the region around Tunis and surrounded by enemies. In April 1943 the American II Corps pushed the Germans out of the Eastern Dorsal toward El Guttar and Maknassy. Having cleared the surrounding hills, the 1st Armoured Division advanced towards Bizerte on 2 May and captured it on 7 May 1943, Tunis fell to the British and the war in North Africa was finally over.

An American force for Rommel's Defeat comprises one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

ROBERT D. BOOKER

Rank and unit: Private, US Army, 34th Infantry Division.

Where and when: Fondouk, Tunisia, 9 April 1943.

On 9 April, during an offensive in Fondouk, Tunisia, Private Booker found himself in open ground and under fire from two enemy machine guns. He immediately ran to cover – somewhat hampered by the fact he was carrying a light machine gun and ammunition. As he ran he came under mortar fire and was wounded, but he managed to reach safety and began to return fire. Booker managed to take out the first German machine gun and was aiming at the second when he was struck by enemy fire. As he fell he urged the rest of his squad to fight on before he died of his wounds. His platoon did fight on and, inspired by Booker's determination, eliminated the second machine gun.

Decorations: Posthumous Medal of Honor

ROMMEL'S DEFEAT REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters

0–1 Captain or Colonel

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

0–1 Machine gun team

0–1 Mortar team: light or medium

0–1 Bazooka team

Artillery

0–1 gun from:

Field artillery: light (M1A1) or medium (M2A1)

Anti-tank gun: 37mm M3

Anti-aircraft gun: 37mm M1A2

Armoured Cars

0–1 Armoured Car or Recce vehicle: M3 White Scout Car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M6 GMC, M3 75mm (T12) GMC, M3 75mm (T30) HMC, M3 105mm HMC, M10 Tank Destroyer, M13 MGMC, M15 MGMC

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track

0–1 Tow from: M2 Half-track, Jeep, 2½ ton truck

SPECIAL RULES

- **Baptism of Fire:** No US forces can be Veteran

M1 Garand rifle

WESTERN EUROPE 1943–45

1943 OPERATION HUSKY

After kicking the axis forces out of North Africa, the Allies began planning the invasion of Sicily. Patton's 7th Army was to protect the western flank while Montgomery took the main objective: Messina. American forces included the 70th and 75th Tank Battalions, which had already fought in North Africa. Landings took place on 10 July 1943 along a stretch of the coast eastwards of Licata. The main US force moved towards Gela and was preceded by Rangers. A short battle ensued when the advancing Rangers encountered a number of French Renault R35 and Italian Fiat light tanks. An Axis counter-attack on the plain near Gela was successfully repulsed by the US 67th Armoured Regiment and 2nd Armoured Division. Fourteen enemy tanks were destroyed in two hours of fighting. Fierce tank battles also took place over the following days but the bridgehead held. On 16 July, it became clear that the Americans couldn't be pushed back into the sea. The terrain didn't allow for the widespread deployment of tanks, but despite this limitation the 2nd Armoured Division reached Palermo (150 miles away) on 23 July.

An American force for Operation *Husky* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

OPERATION HUSKY REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

0–1 Forward Observer (Artillery, representing naval gunfire support)

Infantry

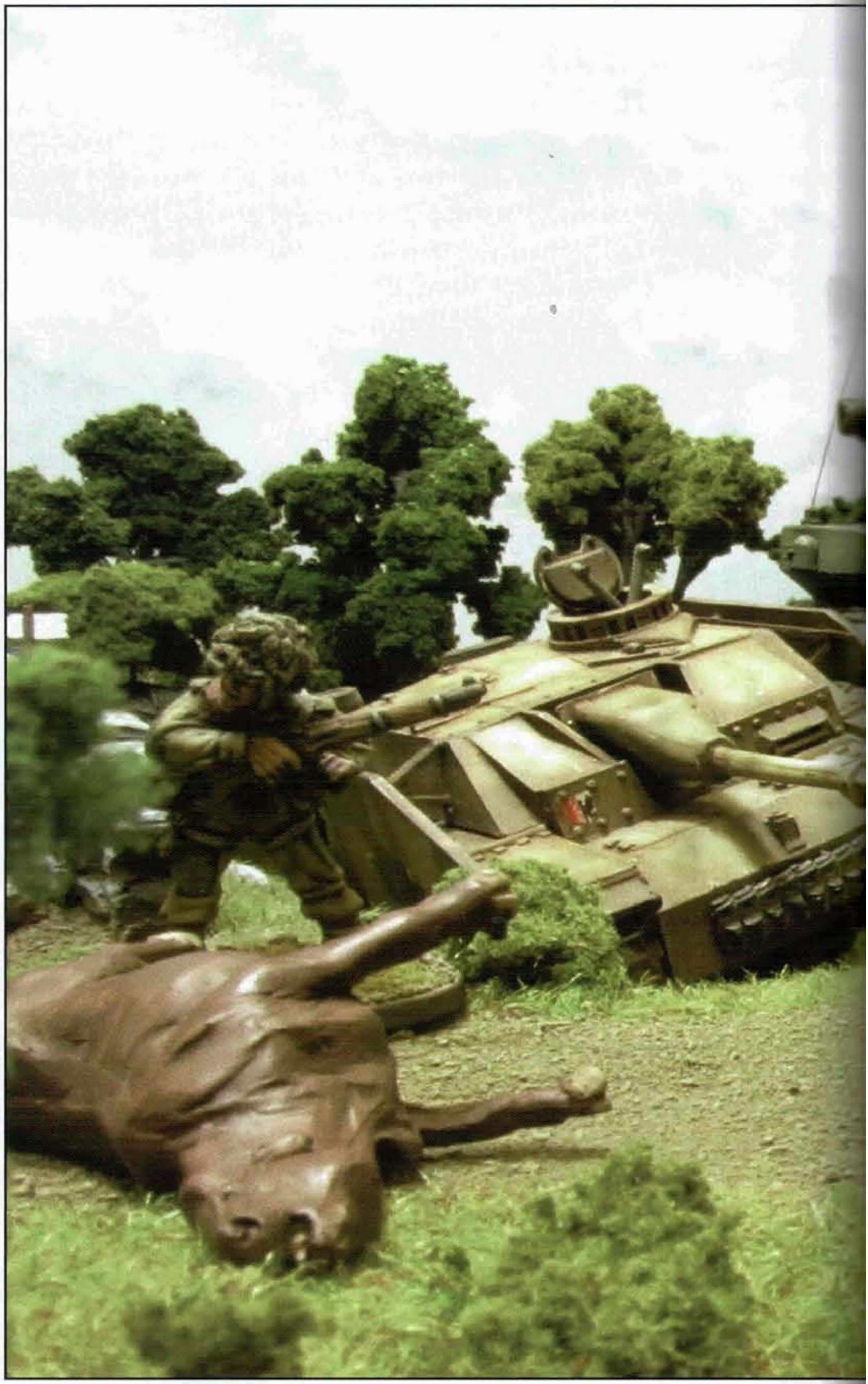
0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), a maximum of 1 Engineer squad, a maximum of 1 Ranger squad

0–1 Machine gun team

0–1 Mortar team: light or medium

0–2 Bazooka team

0–1 Flamethrower team



Token resistance - a lone Stug cannot halt the American push

Artillery

0–1 gun from:

Field artillery: light (M1A1), medium (M2A1) or heavy (M2)

Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5

Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars

0–1 Armoured Car or Recce vehicle: M3 White Scout Car

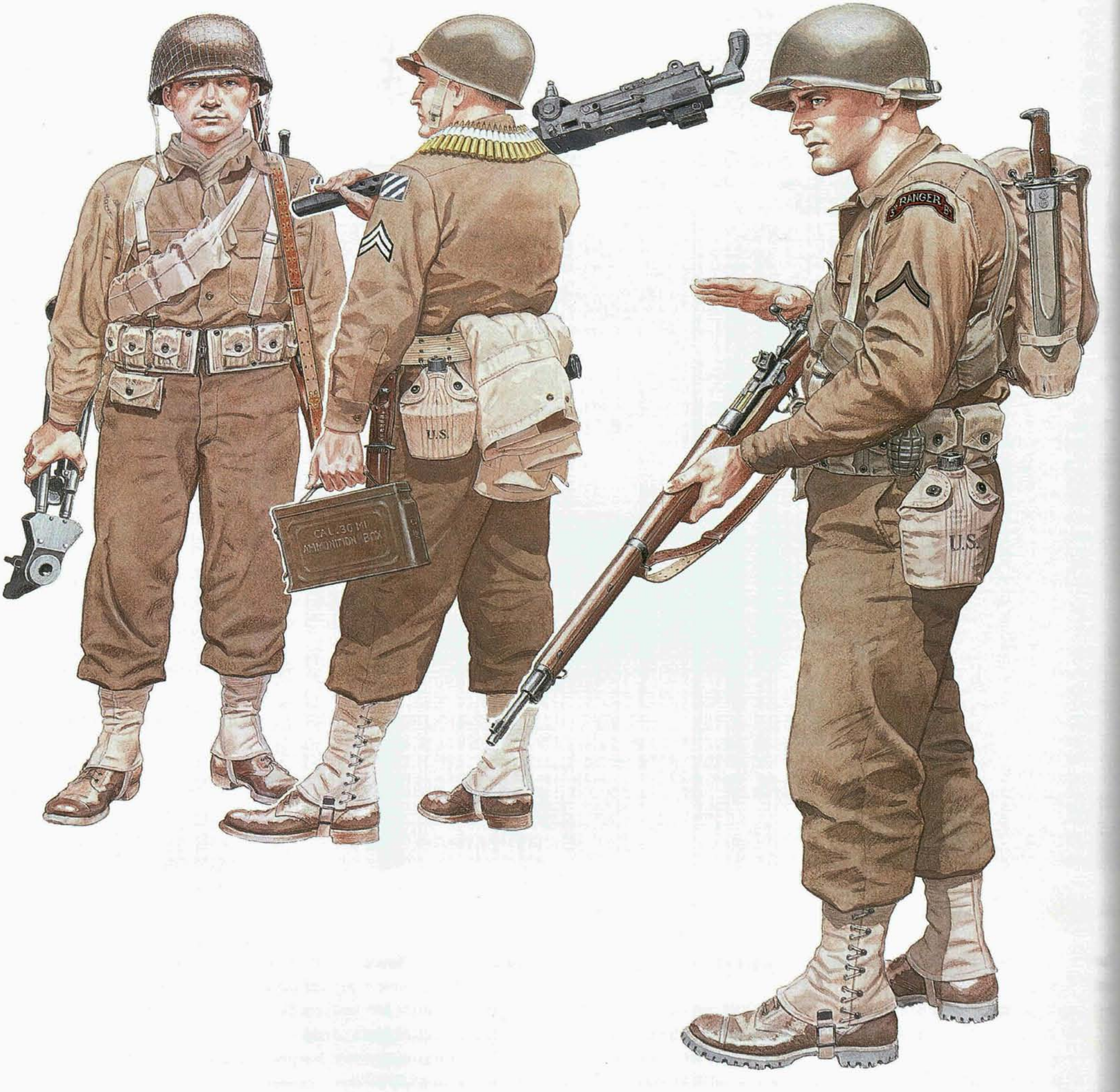
Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M10 Tank Destroyer, M3 75mm (T12) GMC, M3 105mm HMC, M4 mortar carrier, M21 mortar carrier, M15 MGMC, M16 MGMC

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: DUKW, M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep

0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor


CAL .30 M1
AMMUNITION BOX
U.S.
RANGER
U.S.

Sicily, 1943: (L–R) machine gun crew, 3rd Infantry Division; private first class, 3rd Ranger Battalion, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 347: The US Army in World War II (2).

1943 – OPERATION AVALANCHE

With the capture of Sicily the path was clear for the invasion of Italy itself. There were three Panzer Divisions (16th, 26th and *Hermann Göring*) and four Panzer Grenadier Divisions (3rd, 15th, 29th and 90th) defending Italy. The terrain, with mountain chains and countless rivers, was easily defendable, and the Allies found themselves held by a succession of defence lines. To try and get behind these defences General Clark's 5th Army affected an amphibious landing at Salerno, southeast of Naples, on 9 September 1943. His aim was to establish a force behind the defenders, isolating the German troops to the south of Salerno and forcing a mass surrender. The defence of the area was entrusted to the 16th Panzer Division with some elements of the *Hermann Göring* and the 15th Panzer Grenadiers stationed near Naples. These two German tank battalions broke through the American lines, and it was the US troops who suddenly found themselves on the defensive. When the Germans were reinforced the pressure almost crushed the bridgehead. The position was saved thanks to a massive naval bombardment and air strikes. The 5th Army finally reached Naples on 1 October 1943.

An American force for Operation *Avalanche* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

M10 Tank Destroyer

OPERATION AVALANCHE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air, representing the extra naval and aerial support for the bridgehead)

Infantry
0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), a maximum of 1 Engineer squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5
Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M10 Tank Destroyer, M18 Hellcat, M4 mortar carrier, M21 mortar carrier, M3 75mm (T12) GMC, M8 Scott, M3 105mm HMC, M4 Sherman 105mm howitzer, M7 Priest, M15 MGMC, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

1944 – CASSINO

Mussolini's government fell on 8 September 1943 and the new Italian administration headed by Marshal Badoglio promptly announced Italy's surrender. The following day the American 5th Army landed at Salerno. The Germans were already prepared for this eventuality, and quickly took control of the country, seizing important strategic installations, and disarming and disbanding the Italian army. Ignoring Rommel's suggestion to withdraw his forces behind Rome, Hitler entrusted the defences to Kesselring, promoting him to Commander of Army Group C. The Germans prepared to hold their ground, using Italy's mountains and rivers as natural barriers. From the Allies' position the main road to Rome passed through the Gustav Line and ran southeast of Cassino. Behind the town was a mountain with an abbey perched on top – the abbey of Monte Cassino. The Allies believed that this mountaintop abbey was being used by German artillery spotters stationed there to direct accurate fire onto columns moving along the valley floor blow. This meant the abbey had to be taken at all costs. The attack began on 24 January with artillery fire and aerial bombing that reduced the ancient building to rubble. German paratroops moved in to defend the ruins. The battle that followed was one of the bloodiest and most ferocious of the war. US, French and British forces were all involved. It was the Polish 12th Podolsky Lancers who finally entered the ruins of the abbey on 18 May.

An American force for Cassino must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

Armoured jeep

CASSINO REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), a maximum of 2 Engineer squads
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1
Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car, M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M10 Tank Destroyer, M18 Hellcat, M4 mortar carrier, M21 mortar carrier, M8 Scott, M3 105mm HMC, M4 Sherman 105mm howitzer, M7 Priest, M15 MGMC, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

1944 – ANZIO, THE ROAD TO ROME

The Anzio landings on 21 January 1944 had two main goals. The first was to move around the enemy's defences, forcing the Germans to retreat and thereby making their position at Cassino indefensible. The second was to facilitate an advance upon Rome as soon as possible. Clark was keen to be seen as the author of a brave and daring move, although he was surely aware that he was throwing himself into a lion's den. The difficulties previously encountered in the Salerno landings caused the Allied High Command to massively increase the forces committed to Anzio. Unfortunately, failure to exploit the initial bridgehead gave the Germans time to regroup and contain the attack. Two German offensives (*Fischfang* and *Seitensprung*) were launched against the forces around Anzio. With their defences now solid and the overwhelming support of naval artillery, the Allies proved impossible to shift. Although Anzio had not provided the anticipated result, it had certainly drawn German forces away from the front. The slow push toward Rome continued from the south. Three months later (23 May 1944) the Americans captured Cisterna and advanced to the Velletri gap three miles from Valmontone and Highway 6. Seeing an opportunity to reach Rome, Clark advanced 4th Corps, only to find his route blocked by three German Divisions. Many would pay for this decision with their lives along the road to Rome.

An American force for Anzio, the Road to Rome must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

AMERICAN NISEI TROOPS

Where and when: North Africa, Italy, southern France and Germany.

The men of the 'Nisei' units were second generation Japanese-Americans who eagerly volunteered for service in the US armed forces in order to prove their loyalty to their country after the Japanese attack on Pearl Harbor. The thousands of volunteers, mostly from the West Coast states and Hawaii, were formed mainly into three units, all of which were employed in the European sector. The first was the 100th Infantry Battalion, which served in North Africa and then Italy, including the extremely hard battles of Monte Cassino and Anzio. After the fall of Rome, the 100th was incorporated into the freshly arrived all-Nisei 442nd Regimental Combat Team, which also included the 522nd Field Artillery Battalion.

The motto of the 442nd was 'Go for broke!' and its units constantly distinguished themselves with their tenacity, discipline and combat spirit. The nearly 14,000 men that served in it received an outstanding number of decorations, including 21 Medals of Honor, 8 Presidential Unit Citations and 9,486 Purple Hearts. This last decoration is awarded to men wounded or killed in action, indicating an extremely high ratio of casualties.

By the end of the war, the 442nd was the most decorated regiment in the history of the US armed forces – the men had earned the respect of their comrades and of their enemies alike, firmly proving to their nation where their loyalty lay.

ANZIO, THE ROAD TO ROME REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), Ranger Squad, Paratrooper Squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1
Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car, M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M10 Tank Destroyer, M18 Hellcat, M4 mortar carrier, M21 mortar carrier, M8 Scott, M3 75mm (T12) GMC, M4 Sherman 105mm howitzer, M7 Priest, M15 MGMC, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

Easy Company takes it easy

1944 – NORMANDY

By 1944 Germany could by no longer be compared to the triumphant nation that had brought Europe to its knees only a couple of years beforehand. With armies pinned down in Italy and casualties on the Russian Front mounting, there were precious few troops left to defend France. The Allies prepared to launch what was to become known as Operation *Overlord* – the invasion of France. Eisenhower was appointed Supreme Commander and, on 6 June 1944, the biggest combined-arms operation in history took place. Two American airborne divisions (101st and 82nd) were dropped onto the Cotentin peninsula to open a route for the troops that would land on the coast two hours later. After a day of bloody fighting and very mixed fortunes for the troops landing on the beaches, the 4th Division joined up with the Airborne at dusk, while the 1st and the 29th had only moved 2km inland. The fighting in Normandy would continue until July when American forces would break out as part of Operation *Cobra* – elsewhere the fighting would continue even longer.

An American force for Normandy must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

NORMANDY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Regular Infantry squads (early/mid-war), Ranger squads, Paratrooper squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Regular Infantry squads (early/mid-war), Ranger squads, Paratrooper squads, Glider squads, a maximum of 2 Engineer squads
0–1 Machine gun team
0–1 Mortar team: light, medium or heavy
0–2 Bazooka team
0–1 Sniper team
0–2 Flamethrower teams

Artillery

0–1 gun from:

Field artillery: light (M1A1), medium (M2A1) or heavy (M2)

Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5

Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars

0–1 Armoured Car or Recce vehicle: M3 White Scout Car, M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank (*see Special Rules, below), M4A2 Zippo, DD Sherman 75mm medium tank(*see Special Rules, below), M10 Tank Destroyer, M18 Hellcat, M4 mortar carrier, M21 mortar carrier, M4 Sherman 105mm howitzer, M7 Priest, M4 Sherman T34 Calliope, M8 Scott, M15 MGMC, M16 MGMC

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: LCVP(*see Special Rules, below), M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep, DUKW (only for Rangers)

0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

SPECIAL RULES

- **Late Arrival:** Shermans equipped with the 76.2mm gun began to reach combat units in July. None were available for the initial invasion itself
- **LCVP:**

  Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)

  Weapons: 2 pintle-mounted MMGs with a 360° arc of fire

  Damage Value: 7+ (armoured)

  Transport: 36 men

  Special Rules:
  - Open-topped
  - Boat: The LCVP moves like a tracked vehicle, but can only move on water features, including water that has been declared as shallow. It cannot move onto dry land, but if it moves into contact with dry land, any transported units may disembark onto dry land as normal
- **DD Sherman 75mm Medium Tank:** The Sherman DD (Duplex Drive) was a Sherman tank equipped with a canvas floatation screen forming a waterproof hull. This turned the Sherman into what was effectively an amphibious tank. The tank was propelled through the water by means of a propeller powered by the action of the tracks. Once ashore the floatation screen, which was held in place by rubber tubes filled with compressed air, could be dropped and the tank was able to progress as any other Sherman.

  Cost: 152pts (Inexperienced), 190pts (Regular), 247pts (Veteran)

  Weapons: 1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG

  Damage Value: 9+ (medium tank)

  Special Rules:
  - HE: instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tank)
  - Amphibious
  - Canvas screen: Under fire, the floatation screen was notorious for half-deploying, dramatically reducing the visibility of the driver and at times even that of the tank's commander. Every time the DD Sherman takes a hit from a heavy weapon, it takes D3 pin markers rather than just one

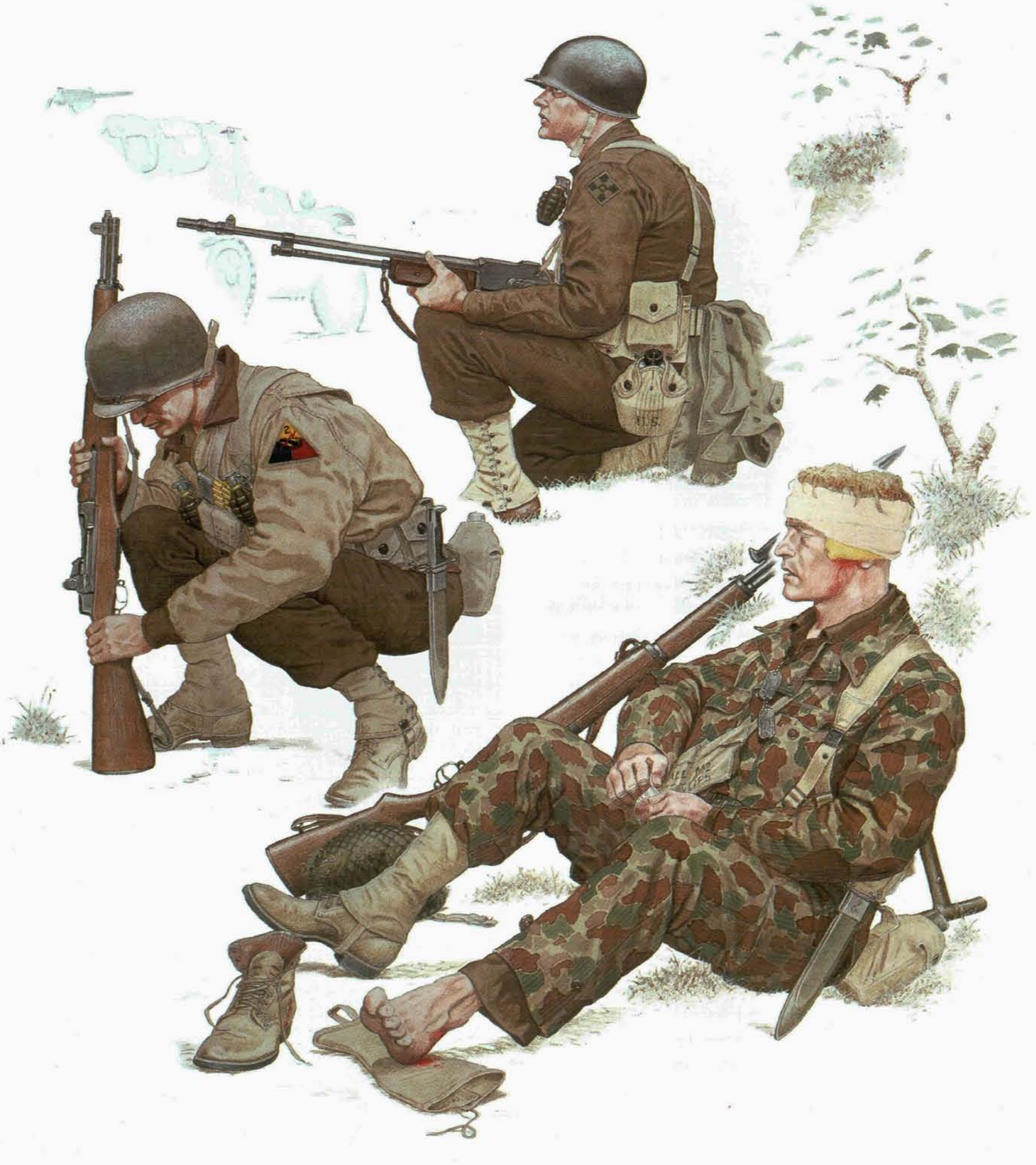
CHARLES N. DEGLOPPER

Rank and unit: Private First Class, 82nd Airborne Division, 325th Glider infantry Regiment.

Where and when: Merderet River near la Fière, France, 6 June 1944.

DeGlopper was part of a forward platoon whose mission was to secure a route across the Merderet River near La Fière. Under the cover of darkness his patrol penetrated deeply behind the German lines, so much so that with the coming of dawn they discovered they were now cut off and surrounded. Opposed by a considerably larger force and decimated by enemy fire, the platoon attempted a flanking movement along a shallow ditch but soon came under enemy fire. DeGlopper knew they were in a dangerous position and tried to pull back through hedgerows that lay some way to their rear. Encountering some Germans who were attempting to outflank them, the Americans soon had the better of their enemy. DeGlopper moved out onto the open road and fired at the approaching enemy, who returned fire, hitting and wounding him. Despite his wounds he continued to shoot, was hit again and fell to the ground, but continued to fire until he was struck and killed. DeGlopper's actions bought valuable time for his companions, who managed to reach safer ground and went on to complete their mission successfully.

Decorations: Posthumous Medal of Honor, Bronze Star and Purple Heart



Operation Cobra, July 1944: (L–R) rifleman, 41st Armored Infantry Regiment, 2nd Armored Division; BAR gunner, 8th Infantry Regiment, 4th Infantry Division; rifleman, 41st Armored Infantry Regiment, 2nd Armored Division, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 350: The US Army in World War II (3).

1944 – OPERATION COBRA

The fighting in Normandy soon became bogged down in the Normandy *bocage* – coastal farmland bordered by tall, thick hedgerows and reinforced over the centuries by banks of roots and earth three or four feet high. This formed a natural defence against air strikes and artillery barrages, and forced the Allies into a series of close-range firefights. Nonetheless the American 1st Army reached the outskirts of St. Lo by mid-July. Bradley now saw his chance to fulfil the original ambition of Operation *Overlord* and move on Avranches: the gateway to Brittany. This daring plan, codenamed *Cobra*, would finally result in the breakout from Normandy and trap a large portion of the German 7th Army.

An American force for Operation *Cobra* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

1944 – OPERATION COBRA REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Regular Infantry squads (early/mid-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Regular Infantry squads (early/mid-war), a maximum of 1 Engineer squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: light (M1A1), medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5
Anti-aircraft gun: 37mm M1A2, 90mm M2 AA/AT

Armoured Cars
0–1 Armoured Cars or Recce vehicles: M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M10 Tank Destroyer, M18 Hellcat, M4 mortar carrier, M21 mortar carrier, M4 Sherman 105mm howitzer, M7 Priest, M8 Scott, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

A sniper with scoped rifle sneaks forward under cover of armour

Steady...

A Sherman is a Para's best friend

1944 – OPERATION MARKET GARDEN

Operation *Market Garden* was the largest airborne operation in history up to that time. It began on 17 September 1944. Montgomery's plan was for airborne troops to capture all the bridges over the major rivers and hold them whilst the British XXX Corps advanced along Highway 69 – Hell's Highway as it would be dubbed by the US 101st Airborne. This would enable the Allies to cross the Meuse, Waal and Lower Rhine rivers and outflank the German Siegfried Line. Troops from the US 101st and 82nd Airborne Divisions took part in the operation, and successfully captured a number of bridges between Eindhoven and Nijmegen on the first day. The fighting at Nijmegen, where the US paratroopers paddled across the Waal in boats to reach their target, was so bloody it was christened 'Little Omaha' after the Normandy beach landing. The primary objective – the bridge over the Wilhelmina Canal at Son – was demolished before it could be taken. The 101st attempted to capture a further bridge at Best, but German resistance proved too fierce. Fighting continued over nine days, with the 101st engaged alongside British units. Operation *Market Garden* ultimately failed because XXX Corps was unable to move fast enough along the narrow road to reach its final objective at Arnhem – it was a failure that would gall Montgomery ever afterwards.

An American force for Operation *Market Garden* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

US Airborne 75mm pack howitzer

OPERATION MARKET GARDEN REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Paratrooper squads, Glider squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team

Infantry
0–4 Infantry squads: Paratrooper Squad, Glider Squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Flamethrower team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: light (M1A1)
Anti-tank gun: 37mm M3, 57mm M1

Armoured Cars
0–1 Armoured Car or Recce vehicle: M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M10 Tank Destroyer, M18 Hellcat, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: Jeep
0–1 Tow from: Jeep

SPECIAL RULES

- **Reinforcements:** All vehicles, except for Jeeps, must be left in reserve and may only enter the game from the 3rd turn onwards to represent the arrival of reinforcements from behind the lines. In scenarios that do not allow reserves, this rule has no effect

1944 – BATTLE OF THE BULGE

Heedless of the losses already suffered and oblivious to the near exhaustion of the German war machine, Hitler decided upon one last throw of the dice – an offensive to break the fighting spirit of the western Allies and drive them from France in confusion. Emulating Frederick the Great at the end of the Seven Years' War, he reasoned that the Allied coalition was an unnatural grouping of rival interests that could be broken apart with one solid blow. The attack was planned to take place during bad weather to counter any advantages of Allied air superiority. Hitler was convinced that the Allied supply chain was already stretched to breaking point. He believed that a successful assault would provoke another Dunkirk. On 16 December shells and rockets landing on American positions signalled the beginning of the Ardennes Offensive – or Battle of the Bulge as it came to be known. This last German offensive of the war was intended to break through the Allied lines and drive on towards the Meuse and the all-important port of Antwerp.

An American force for Battle of the Bulge must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF THE BULGE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Regular Infantry squads (early/mid-war), Paratrooper squads

plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry

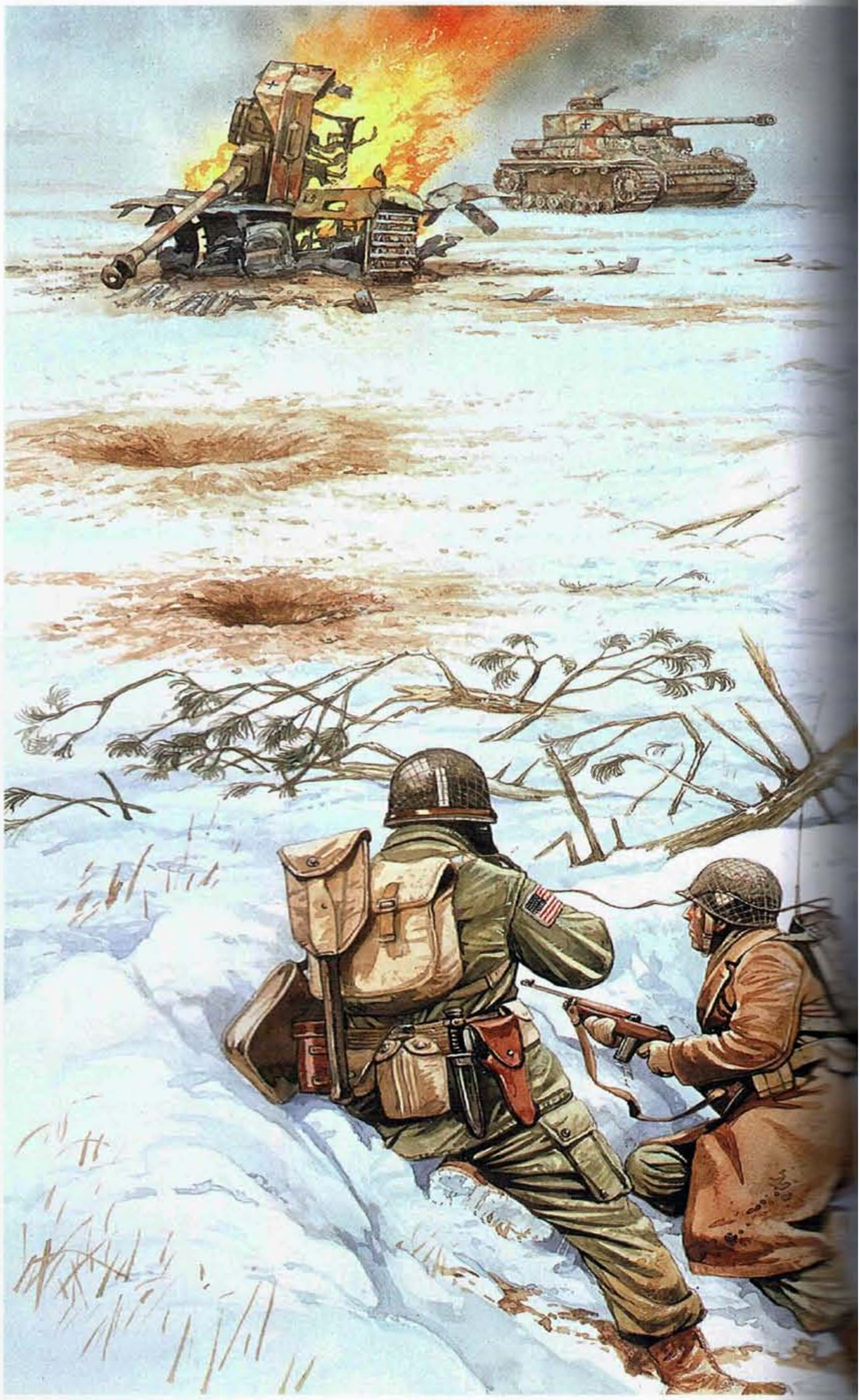
0–4 Infantry squads: Regular Infantry squads (early/mid-war), Paratrooper squads, Glider squads, a maximum of 1 Engineer squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery

0–1 gun from:
Field artillery: light (M1A1), medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5
Anti-aircraft gun: 90mm M2 AA/AT gun

Armoured Cars

0–1 Armoured Car or Recce vehicle: M8 Greyhound, M20 scout car

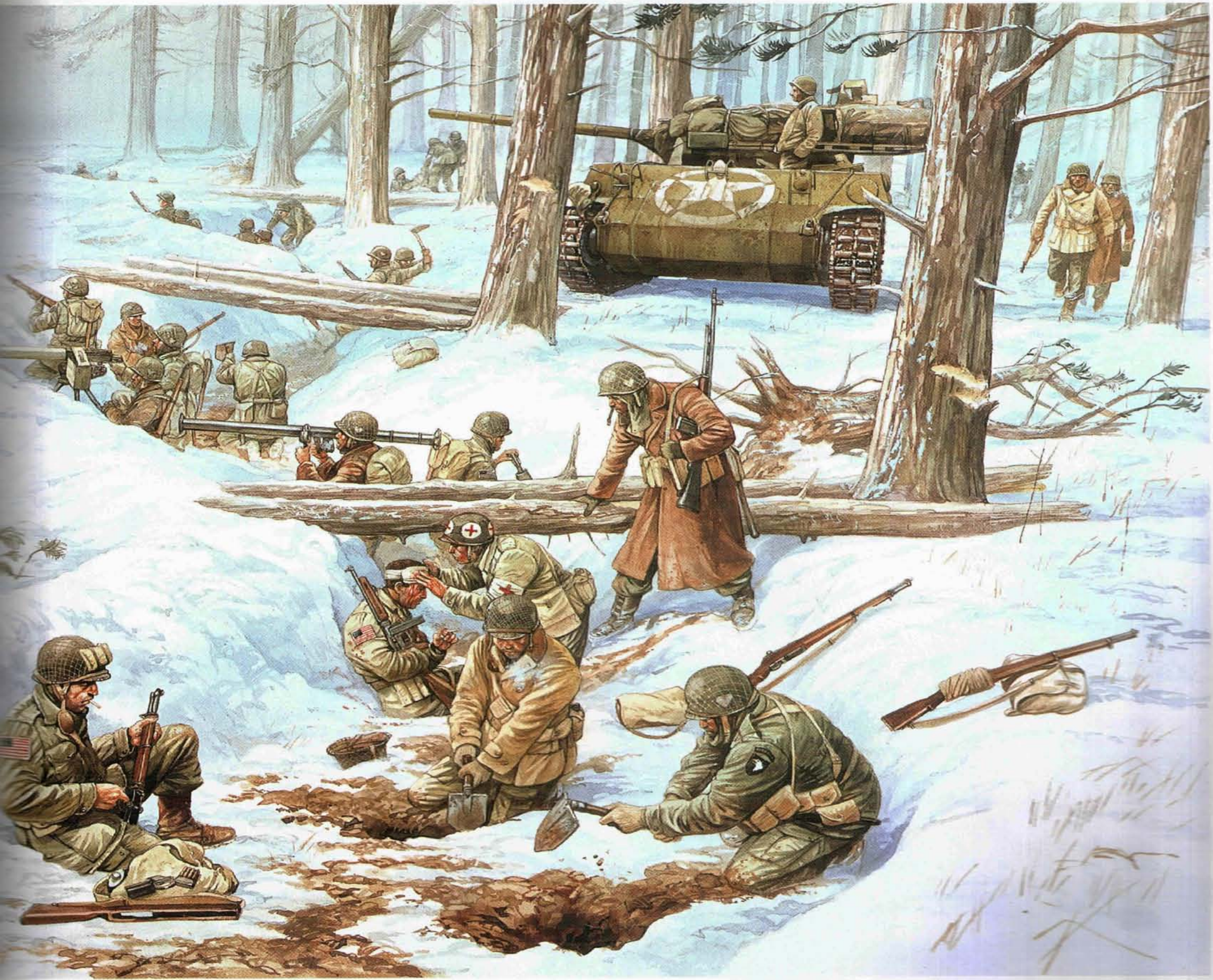


Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 vehicle from: M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M4A3E2 Sherman "Jumbo" Heavy Assault Tank, M10 Tank Destroyer, M18 Hellcat, M24 Chaffee light tank, M36 Jackson, M36B1 Jackson, M4 mortar carrier, M21 mortar carrier, M4 Sherman 105mm howitzer, M7 Priest, M12 Gun Motor Carriage, M16 MGMC

Transports and Tows

- 0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge Dodge ¾ ton truck, Jeep
- 0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor



Bastogne, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 145: Battle of the Bulge 1944 (2).

1944 – BASTOGNE

The Ardennes Offensive was directed across a 37-mile front and involved three German armies. The main thrust came from the 6th Panzer Army on the right flank. Speed was of the essence and they needed to follow the shortest route in order to reach the Meuse in four days. Attempts to break through the Allied lines directly were unsuccessful and many armoured vehicles were lost in heavy fighting. However, a gap was created on the right flank, which enabled the Germans to surround their enemy leading to the largest American mass surrender of the entire European war. On 18 December, the 101st Airborne Division was trucked to Bastogne to counter the German breakthrough. The next day, the 5th Panzer Army tried unsuccessfully to capture the city and suffered heavy losses. The 2nd Panzer Division and the Panzer Lehr moved around Bastogne to get to their main objective, the Meuse River. On 21 December Bastogne and 101st Airborne were both isolated, surrounded by enemy forces. Only Patton's tenacity and the lighting advance of his armoured forces would save the division from certain annihilation.

An American force for Bastogne must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

US Airborne 57mm anti-tank gun

BASTOGNE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Paratrooper squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Artillery Observer

Infantry
0–4 Infantry squads: Paratrooper squads
0–1 Machine gun team
0–2 Mortar teams: light or medium
0–3 Bazooka teams
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: light (M1A1)
Anti-tank gun: 37mm M3, 57mm M1
Anti-aircraft gun: 90mm M2 AA/AT gun

Armoured Cars
0–1 Armoured Car or Recce vehicle: M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M4A3E2 Sherman "Jumbo" Heavy Assault Tank, M10 Tank Destroyer, M18 Hellcat, M24 Chaffee light tank, M36 Jackson, M36B1 Jackson, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: Jeep
0–1 Tow from: Jeep

SPECIAL RULES

- **Reinforcements:** All vehicles, except for Jeeps, must be left in reserve and may only enter the game from the 3rd turn onwards to represent the arrival of reinforcements from behind the lines. In scenarios that do not allow reserves, this rule has no effect

THE FALL OF THE THIRD REICH 1945

1945 – OPERATION GRENADE

The Germans used every means possible to slow the Allies' advance. Their engineers even blew a dam for the waters to flow down the river Roer causing a flood that stopped the Americans from attacking across the river. On 21 February the river started to recede and Lieutenant-General Bill Simpson, Commander of the American 9th Army, was evaluating the situation. On the 23rd he decided that the river was low enough to make the crossing, although his engineers suggested waiting until the 25th. At 03:30 hours, after a tremendous 45-minute artillery barrage along a 30-mile front, six divisions dragged their assault boats over the muddy banks and into the Roer. The 103rd Volksgrenadier Battalion were waiting on the other side.

This list covers the early phases of the battle and the amphibious landing. If you want a bigger scenario, then you could add a Reinforced Platoon from Rhineland 1945 to the forces on the battlefield.

An American force for Operation *Grenade* must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

OPERATION GRENADE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Regular Infantry squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–2 Forward Observers (either Artillery or Air)

Infantry
0–4 Infantry squads: Regular Infantry squad (late-war), a maximum of 2 Engineer squads
0–1 Machine gun team
0–1 Mortar team: light or medium
0–3 Bazooka teams
0–1 Sniper team

Artillery
none

Armoured Cars
none

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 M16 MGMC

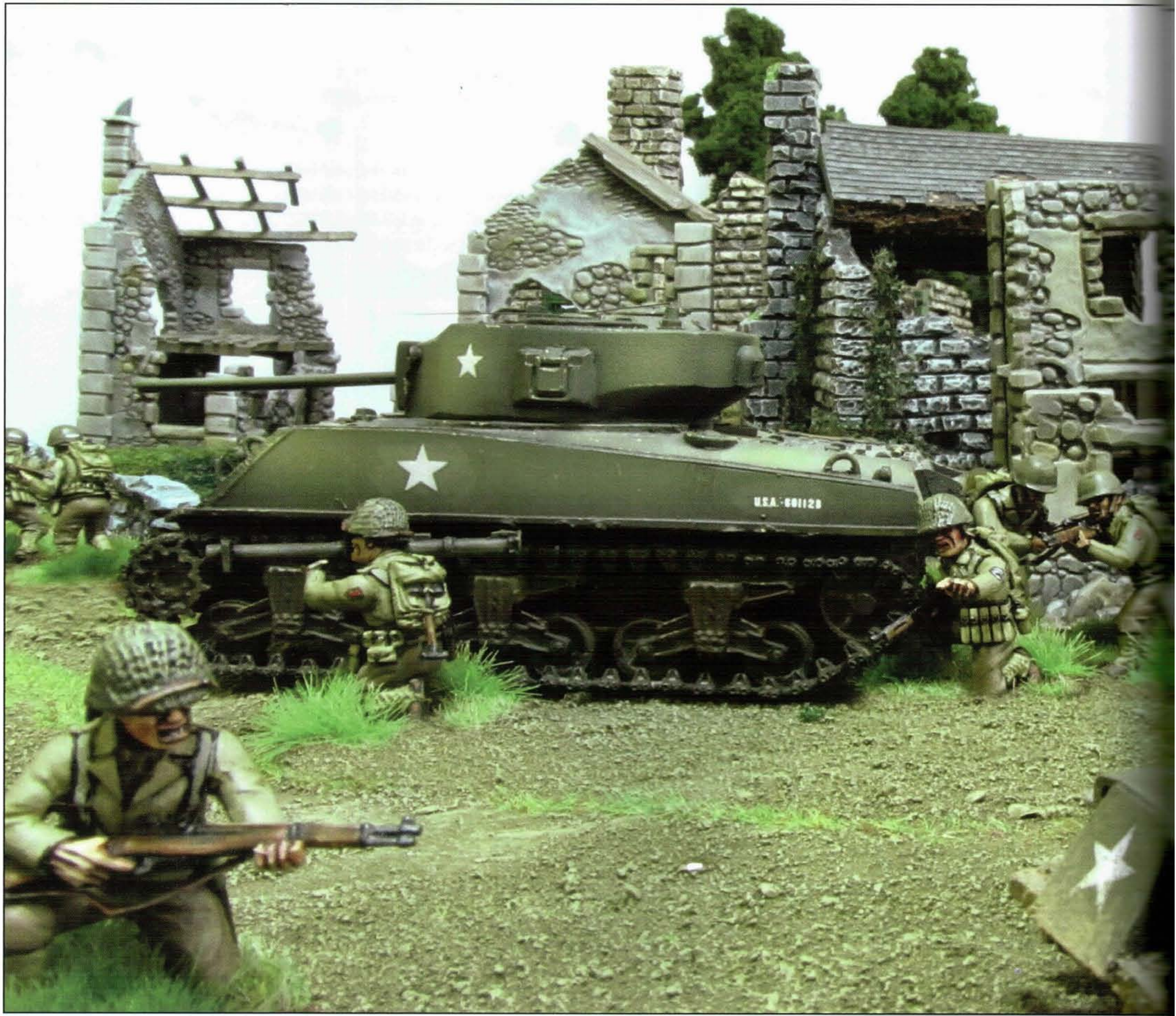
Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: LVT4, DUKW, Assault Boat (*see Special Rules, below)

SPECIAL RULES

- **Assault Boat:**
  Cost: 28pts (Inexperienced), 35pts (Regular), 42pts (Veteran)
  Weapons: none
  Damage Value: 4+ (very soft-skin!)
  Transport: 15 men
  Special Rules:
  - Very soft skin! This vehicle's extremely flimsy construction is represented by its unusually low Damage Value.
  - Boat: The Assault Boat moves like a tracked vehicle, but can only move on water features, including water that has been declared as shallow. It cannot move onto dry land, but if it moves into contact with dry land, any transported units may disembark onto dry land as normal

1945 – RHINELAND

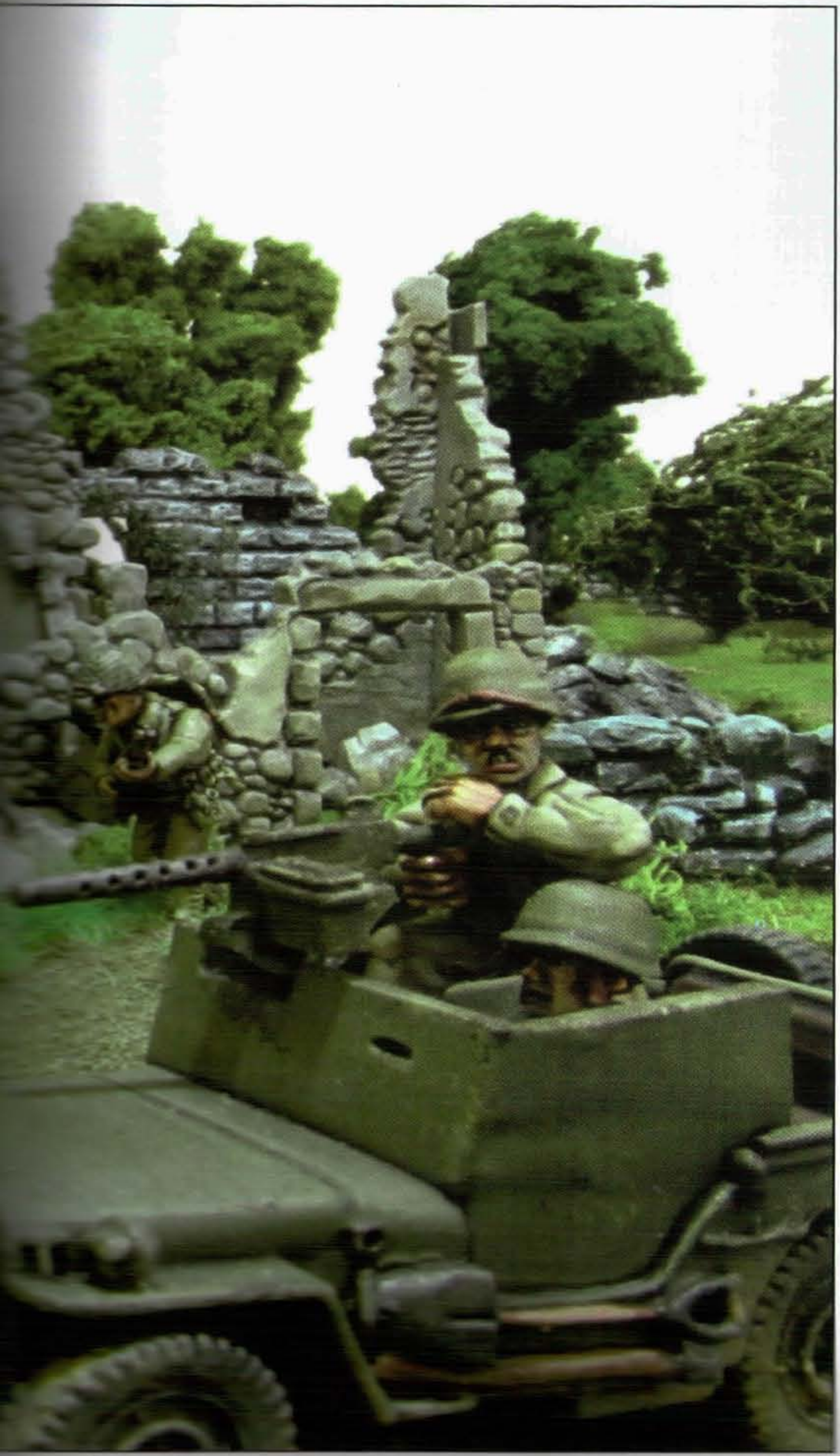
After defeating the Germans in the Ardennes, Bradley's troops found themselves facing the 5th and 7th Panzer both of which had already suffered greatly during the winter campaign. The Rhine was the last defensive line before the Ruhr Valley and the northern German plains. If that line fell, nothing could stop the Allies from spreading out into Germany. The retreating Germans blew up the bridges over the Rhine to prevent the Allies getting across. However, not all the bridges were destroyed. On 7 March elements of Major General John Leonard's 9th Armoured Division captured Remagen bridge. On 24 March the British 2nd and American 9th Armies moved quickly, establishing a strong bridgehead. While the American 1st Army crossed at Remagen, Patton's forces moved to



The ruins of a German hamlet provide shelter for a Sherman and its accompanying infantry

Niersstein, crossing the river on the eve of Montgomery's planned attack. The entire German line collapsed in just a few days.

An American force for Rhineland must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:



RHINELAND REINFORCED PLATOON

1 Lieutenant – First or Second
2 Regular Infantry squads (late-war)

plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Regular Infantry squad (late-war), a maximum of 1 Engineer squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Sniper team

Artillery

0–1 gun from:
Field artillery: light (M1A1), medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1, 3-inch M5
Recoilless Artillery: 57mm M18
Rocket Launcher: 114mm rocket launcher

Armoured Cars

0–1 Armoured Car or Recce vehicle: M8 Greyhound, M20 scout car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: M5A1 Stuart light tank, M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M4A3E2 Sherman "Jumbo" Heavy Assault Tank, M4 Sherman T34 Calliope, M10 Tank Destroyer, M18 Hellcat, M24 Chaffee light tank, M36 Jackson, M36B1 Jackson, M26 Pershing, M4 mortar carrier, M21 mortar carrier, M4 Sherman 105mm howitzer, M7 Priest, M12 Gun Motor Carriage, M40 Gun Motor Carriage, M16 MGMC

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor

PACIFIC - 1942-45

1942-43 - GUADALCANAL

Guadalcanal is remembered as one of the longest battles of World War II. It lasted six months, during which the fortunes of war swayed repeatedly from one side to the other. The brunt of the fighting was borne by the US Navy and the US Marine Corps. On 7 August 1942 they landed on the Japanese-occupied coast. The main objective was to take Mount Austen and the recently built airfield. The Japanese thought the landings were a diversion and moved most of their forces to the plateau, leading the Americans to believe that the mission would be quick and easy to complete. But after the withdrawal of the amphibious task force due to the naval battle of Savo the real problems became evident; most prominently that of supplies. On the night of 20 August the Japanese launched their first real assault. This was only the first action in an offensive that culminated in the battle of Bloody Ridge where three major attempts were made to break the American line. Only in February 1943 did the freshly supplied Americans finally defeat the tenacious Japanese.

An American force for the early years of the Pacific Campaign is represented by the Guadalcanal list and must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

GUADALCANAL REINFORCED PLATOON

1 Lieutenant – First or Second
2 US Marine squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

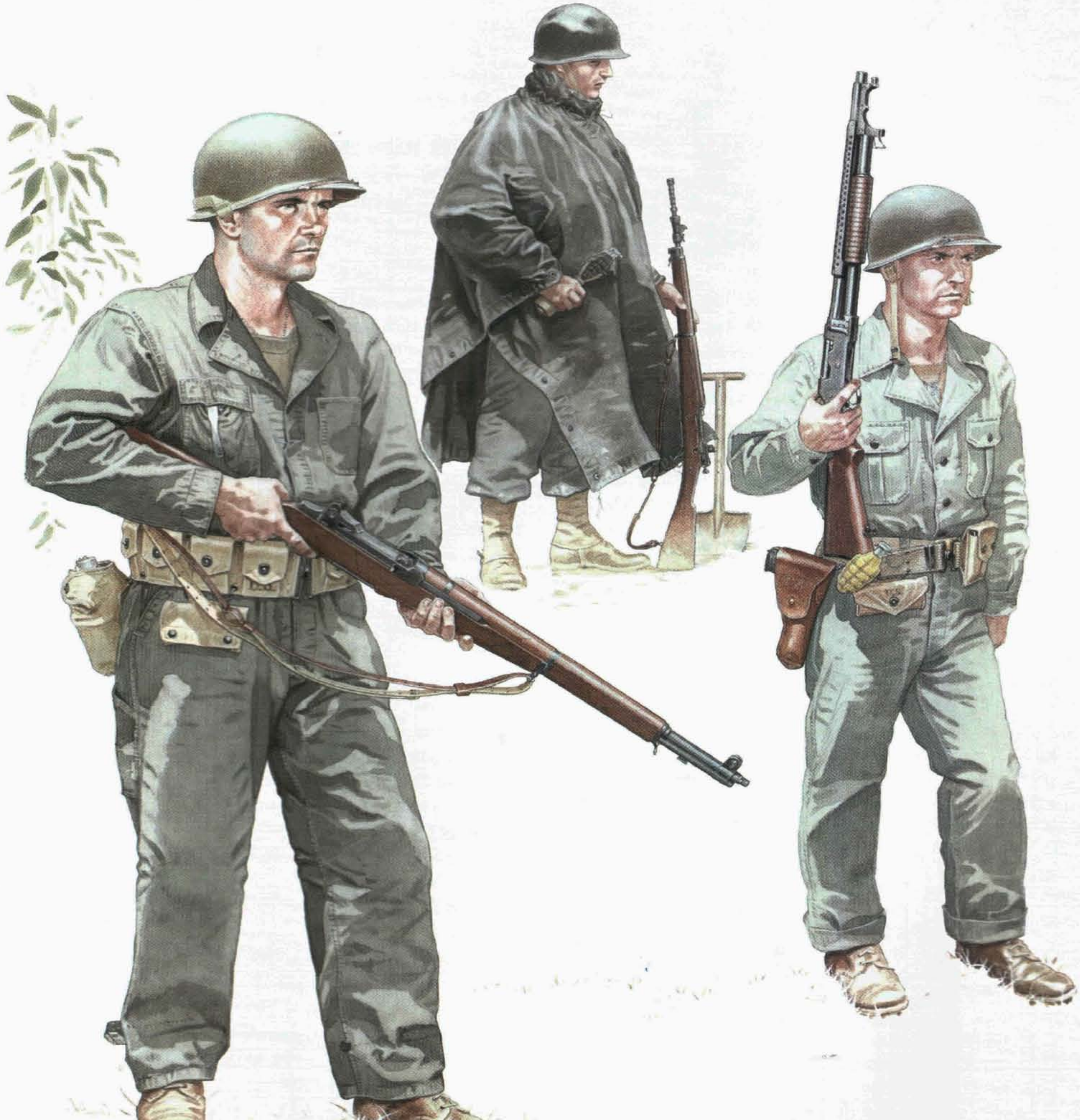
Infantry
0–4 Infantry squads: US Marine squads (early war), a maximum of 2 Paratrooper squads, a maximum of 1 Engineer squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–2 Bazooka team
0–1 Flamethrower team
0–1 Sniper team

Artillery
0–1 gun from:
Field artillery: light (M1A1), medium (M2A1) or heavy (M2)
Anti-tank gun: 37mm M3, 57mm M1
Anti-aircraft gun: 37mm M1A2

Armoured Cars
0–1 Armoured Car or Recce vehicle: M3 White Scout Car

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A1 Stuart light tank, M3A1 Satan, M4 Sherman 75mm medium tank, LVT(A)1 Alligator, M4 mortar carrier, M3 75mm (T12) GMC, M4 Sherman 105mm howitzer, M7 Priest, M8 Scott, M3 105mm HMC, M15 MGMC, M16 MGMC

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: LVT, DUKW, M3 Half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow from: Jeep, 2½ ton truck, Dodge ¾ ton truck



Guadalcanal, 1942–43: (L–R) private, 23rd Infantry Division; grenadier, 25th Infantry Division; sergeant, 23rd Infantry Division, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 342: The US Army in World War II (1).

World War II Wargames Rules

BOLT ACTION

With this supplement for *Bolt Action*, players have all the information they need to field the military forces of the United States of America. Entering the war after the attack on Pearl Harbor, the United States immediately went to war on several fronts. In Europe and Africa, American troops battled against the Germans and Italians, while in the Pacific they faced the forces of Imperial Japan. This book allows players to choose from dozens of different troop types including Sherman tanks, Marine raiders, and paratroopers, and build a US force to fight in any theatre of the war.

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